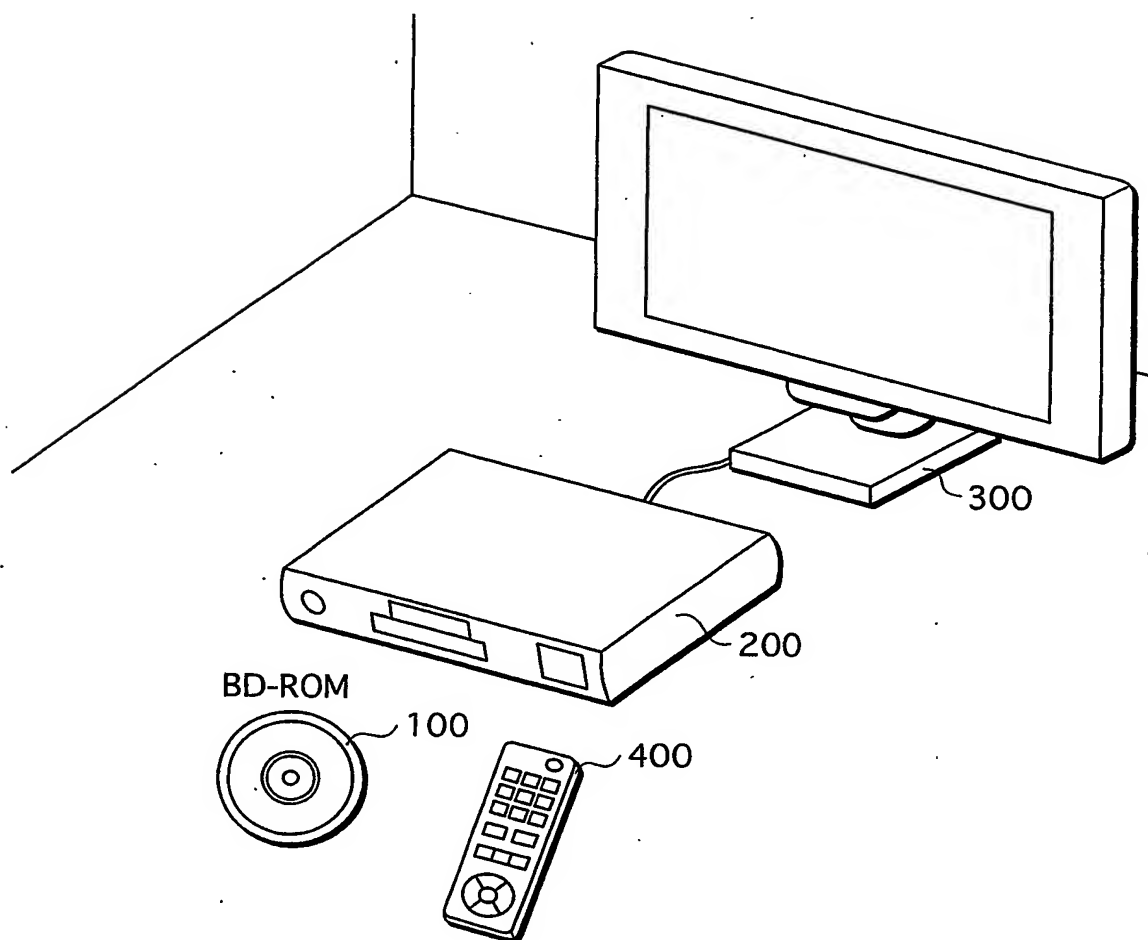
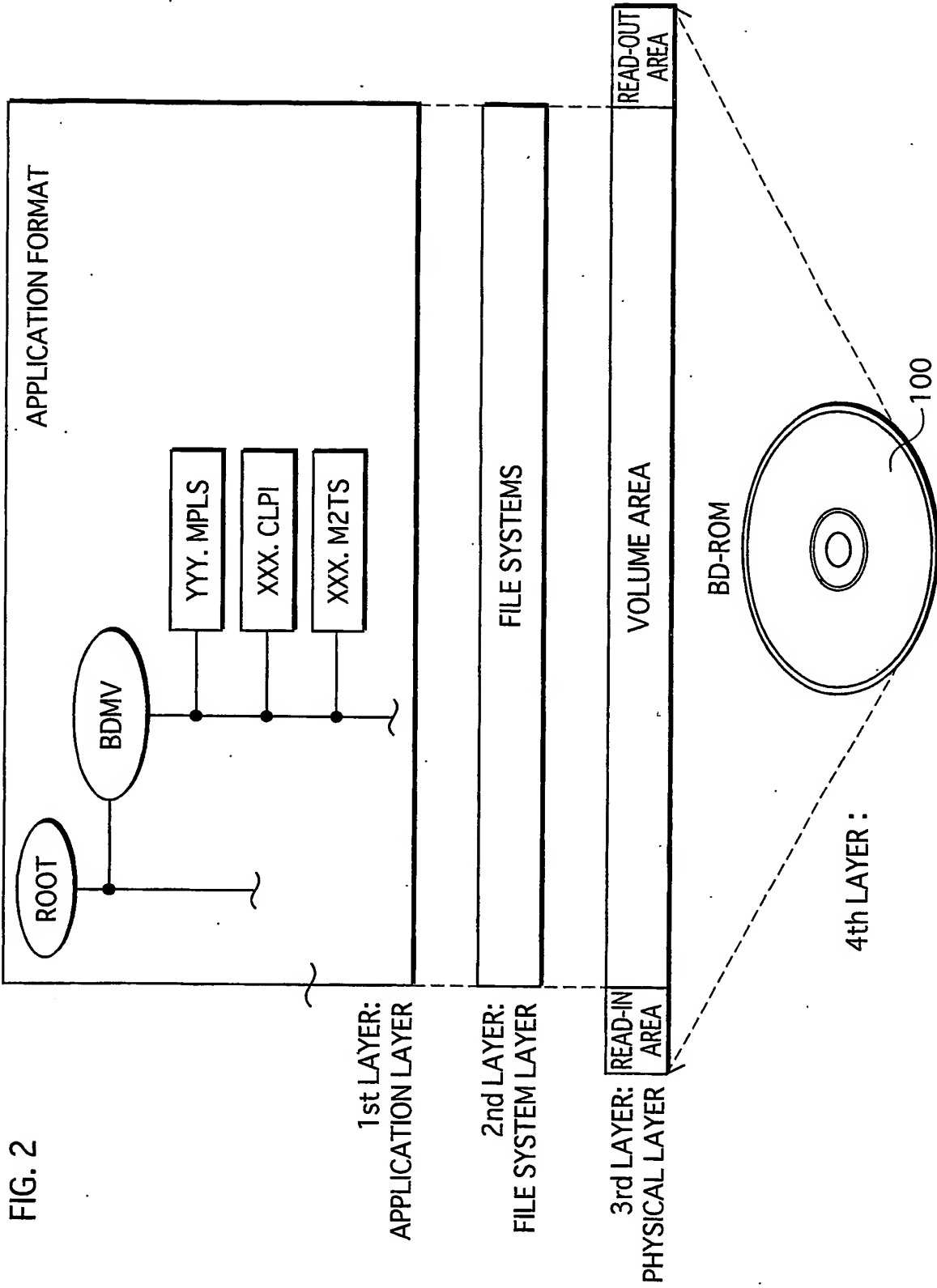


FIG. 1





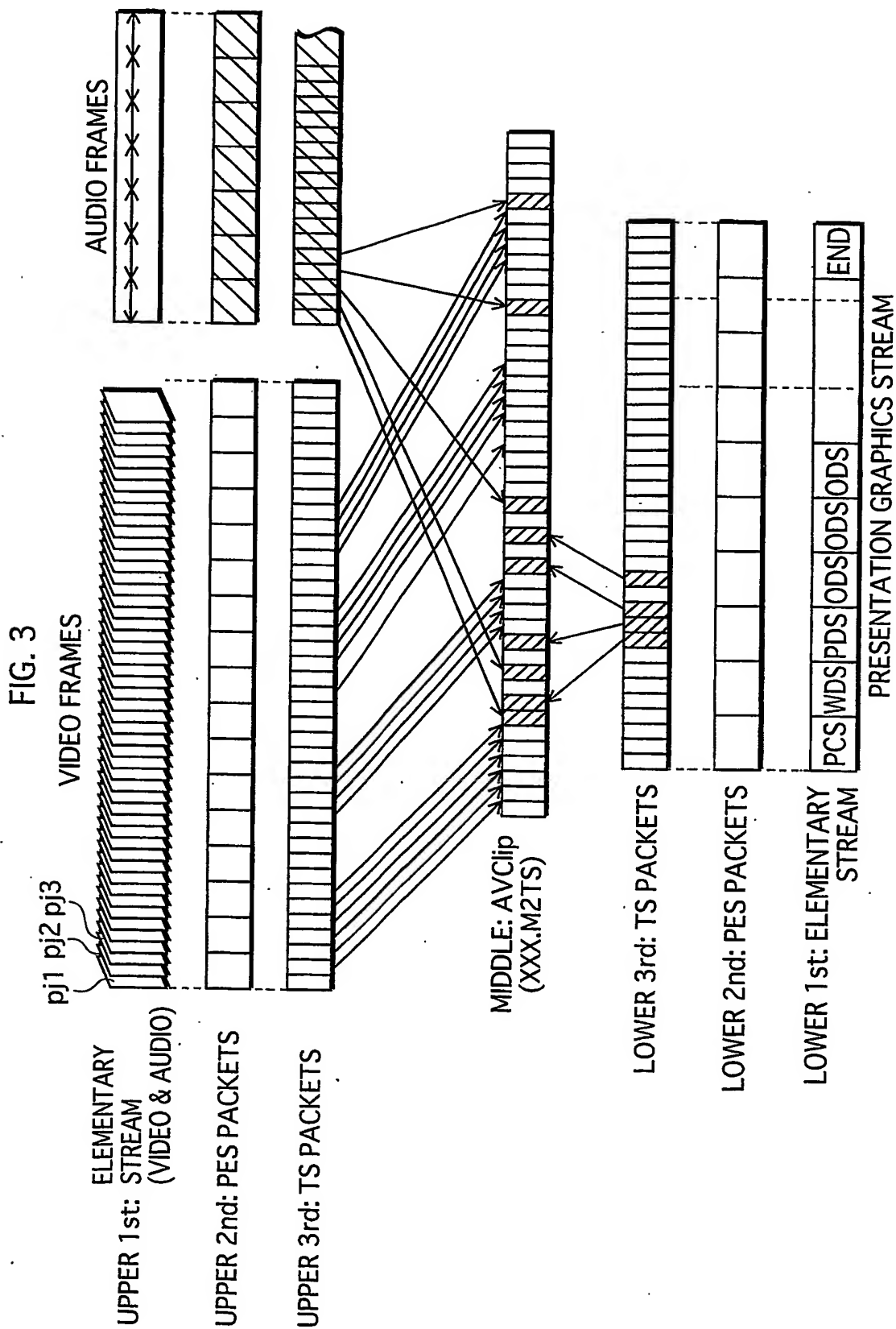
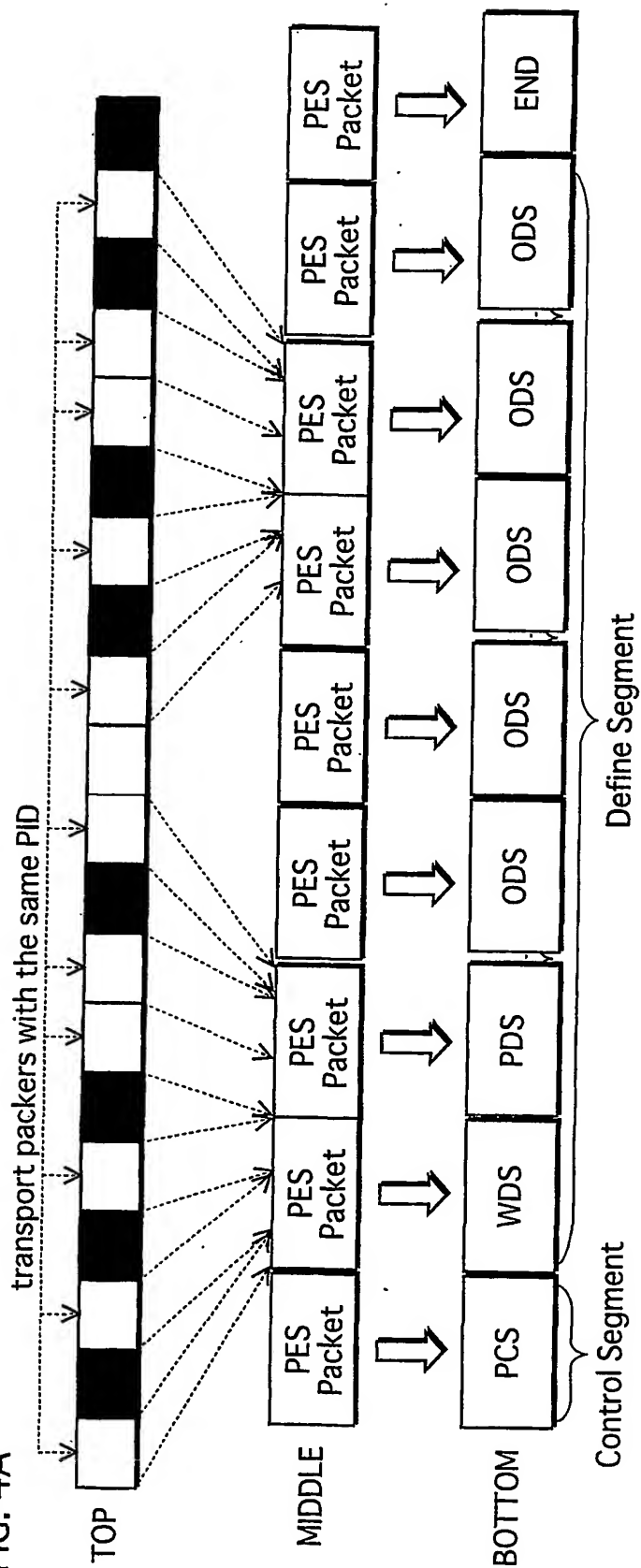


FIG. 4A



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FIG. 4B

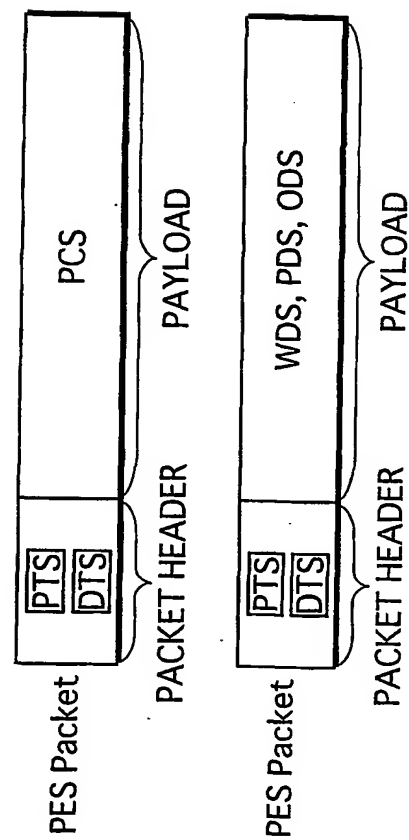


FIG. 5

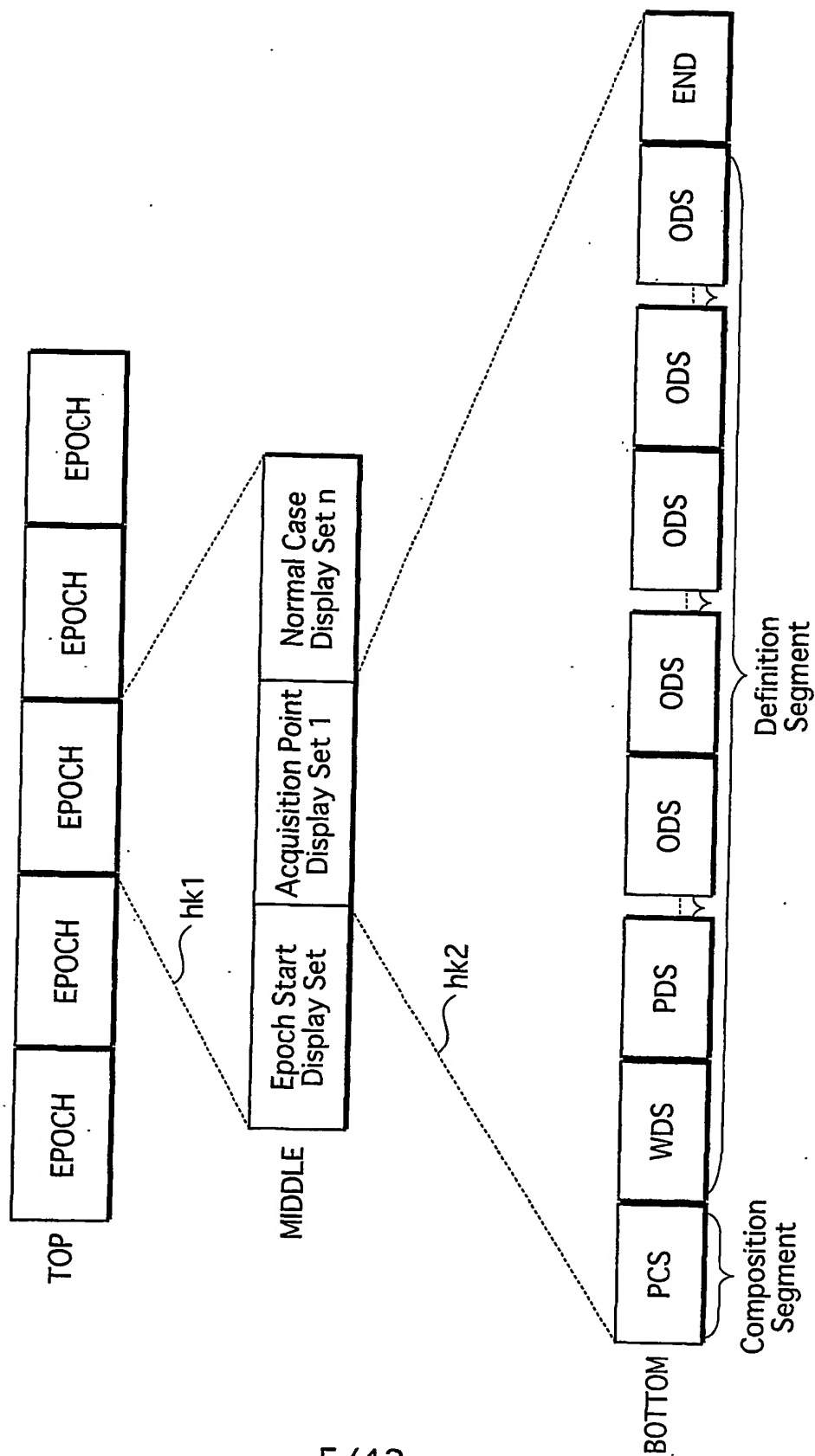


FIG. 6

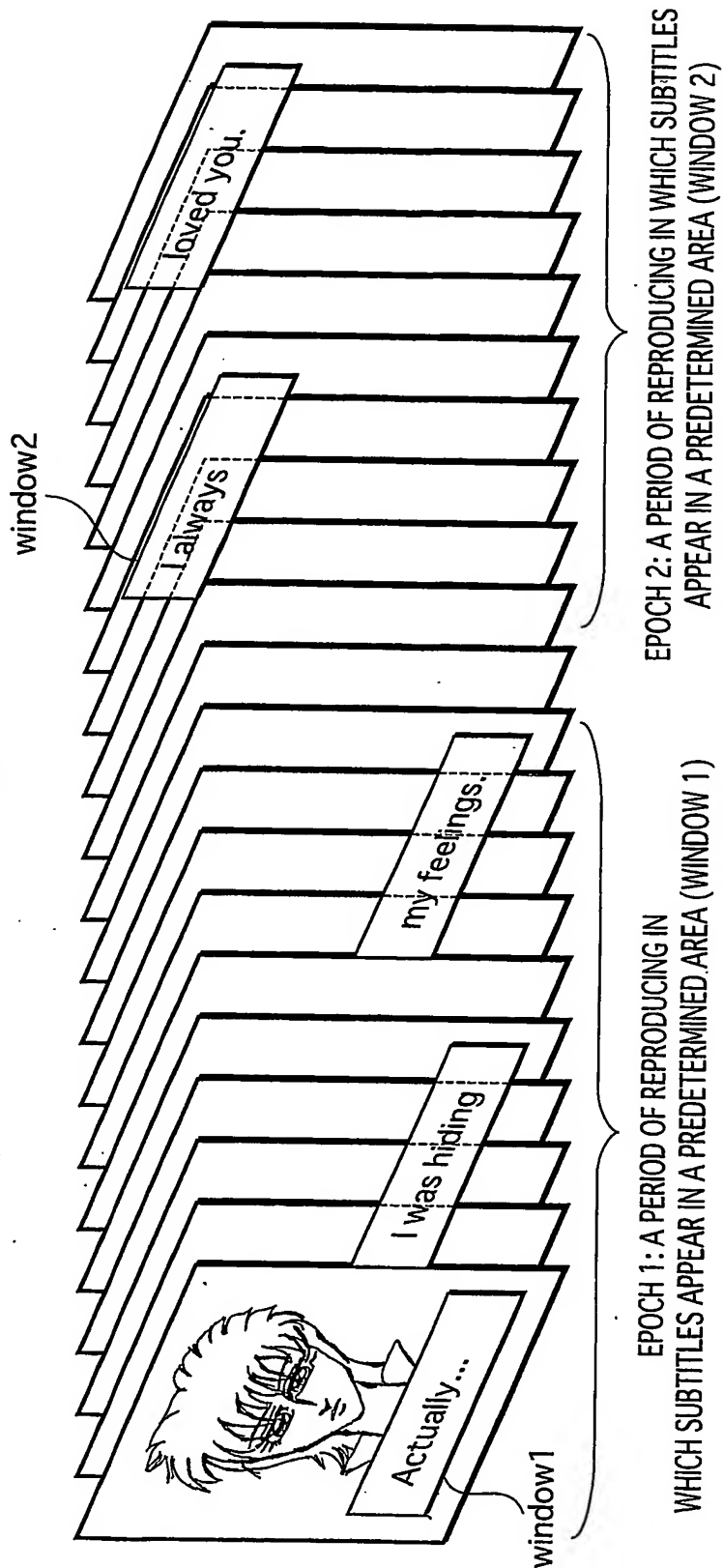


FIG. 7A

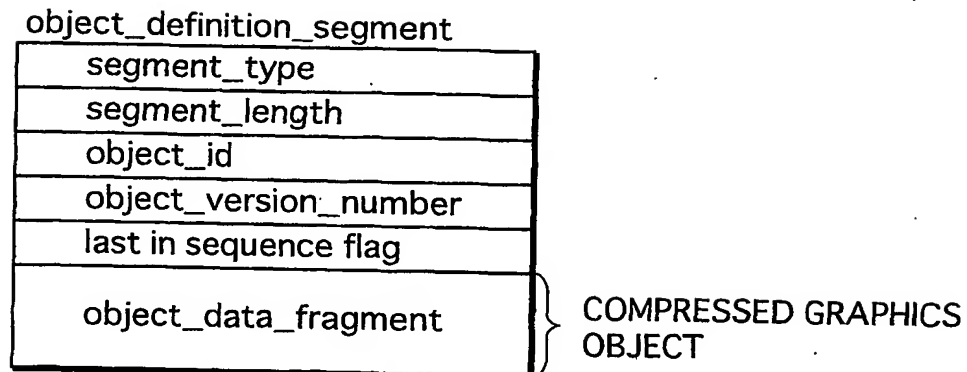


FIG. 7B

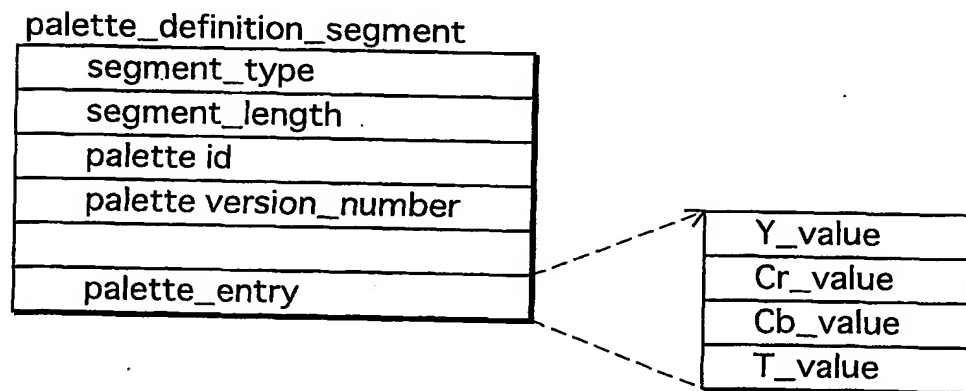


FIG. 8A

window_definition_segment	
window_id	
window_horizontal_position	
window_vertical_position	
window_width	
window_height	

FIG. 8B

presentation_composition_segment

segment_type	
segment_length	
composition_number	
composition_state	
palette_update_flag	
palette_id	
window_information(1)	
window_information(2)	
:	
window_information(i)	
:	
window_information(m)	

wd1

object_id	
window_id	
object_cropped_flag	
object_horizontal_position	
object_vertical_position	
cropping_rectangle_information(1)	
cropping_rectangle_information(2)	
:	
cropping_rectangle_information(i)	
:	
cropping_rectangle_information(n)	

wd2

object_cropping_horizontal_position	
object_cropping_vertical_position	
object_cropping_width	
object_cropping_height	

FIG. 9

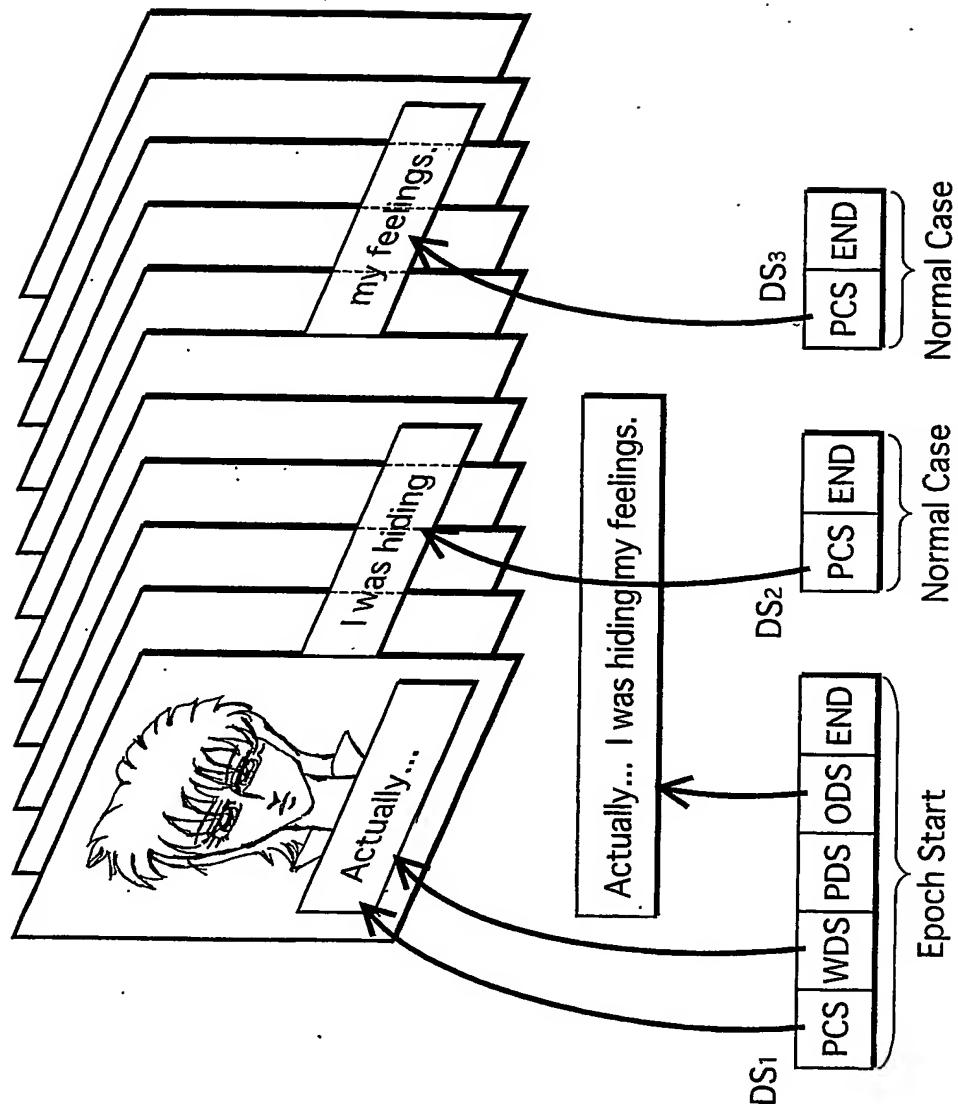


FIG. 10

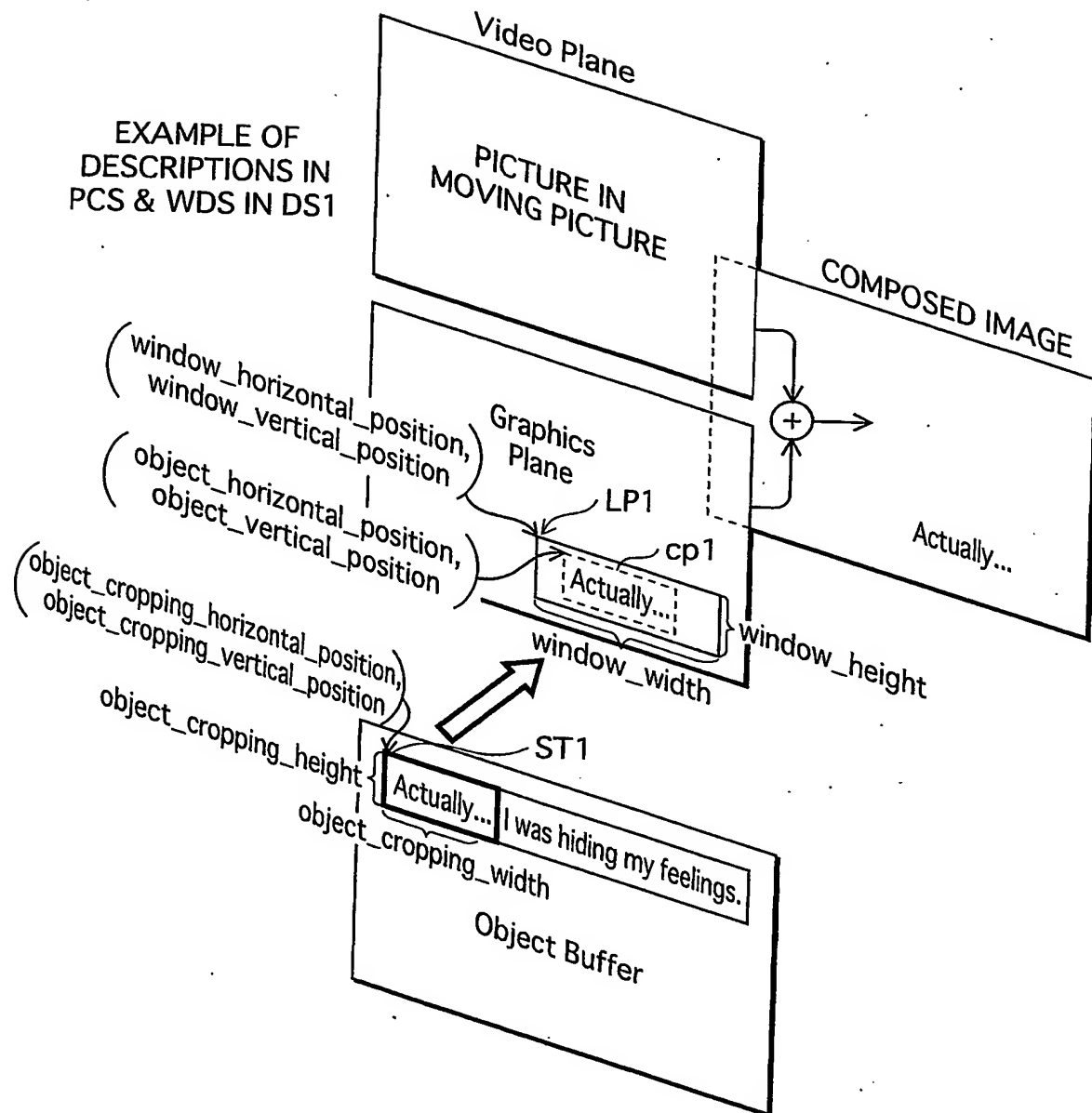


FIG. 11

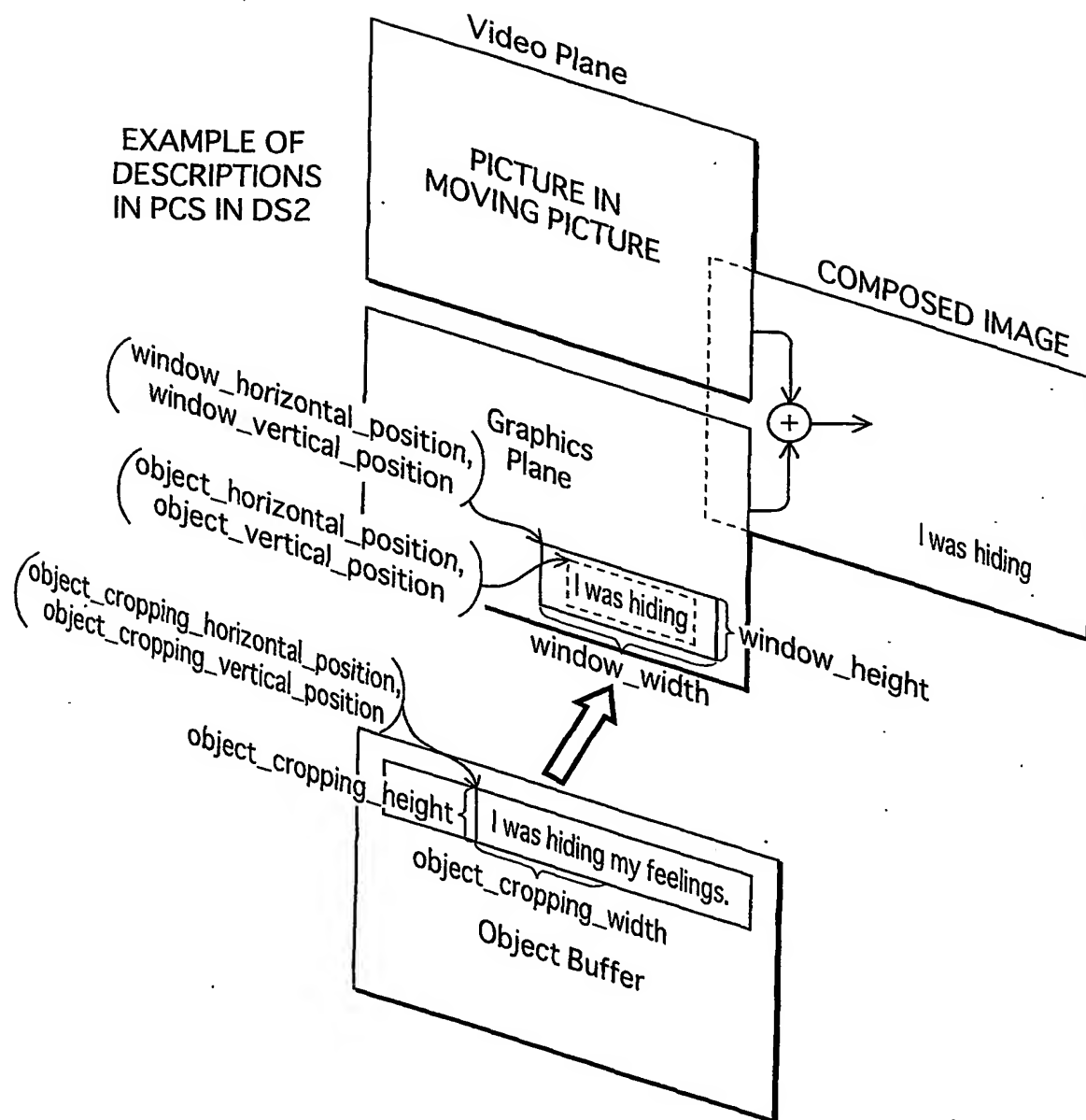


FIG. 12

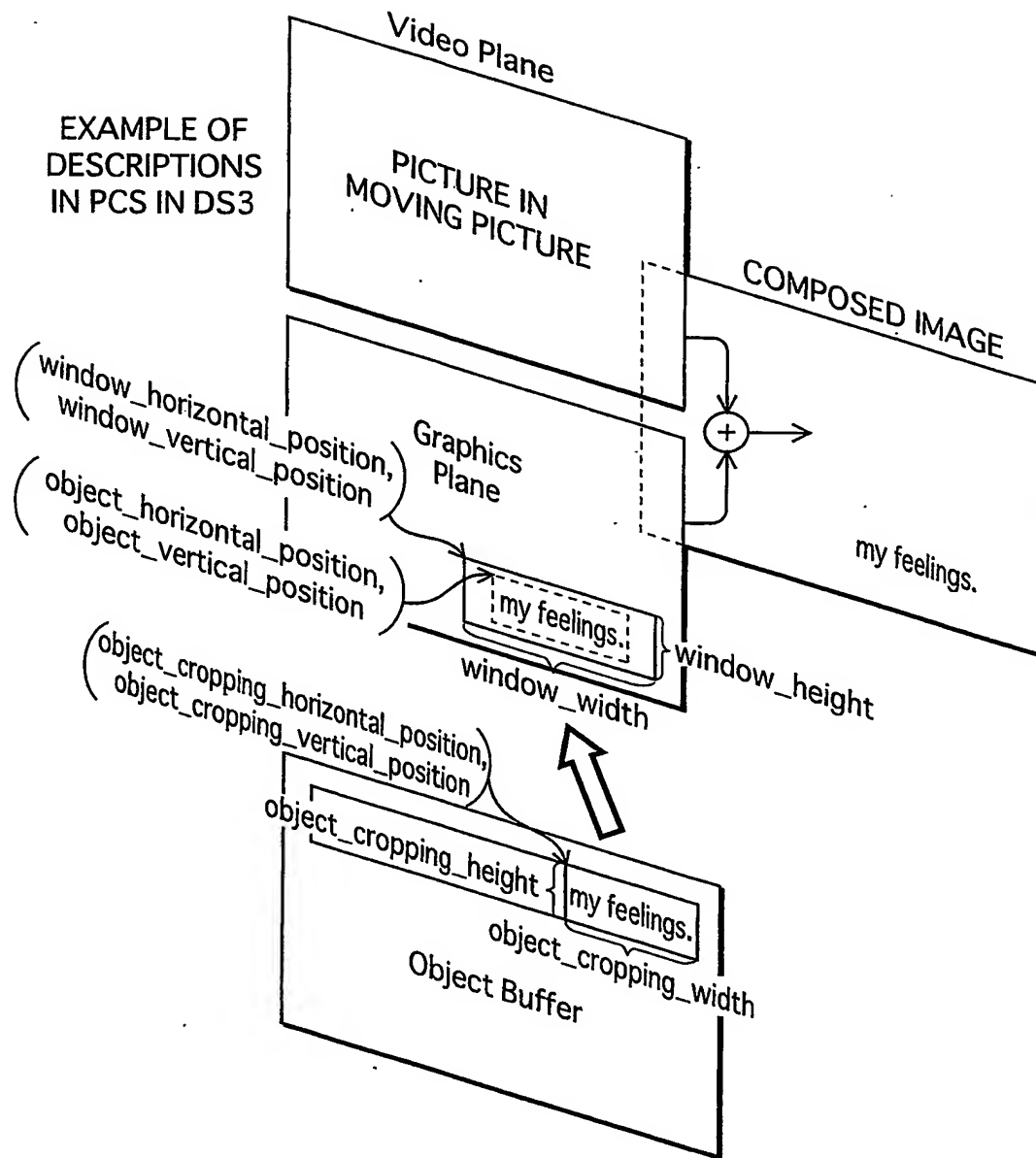


FIG. 13

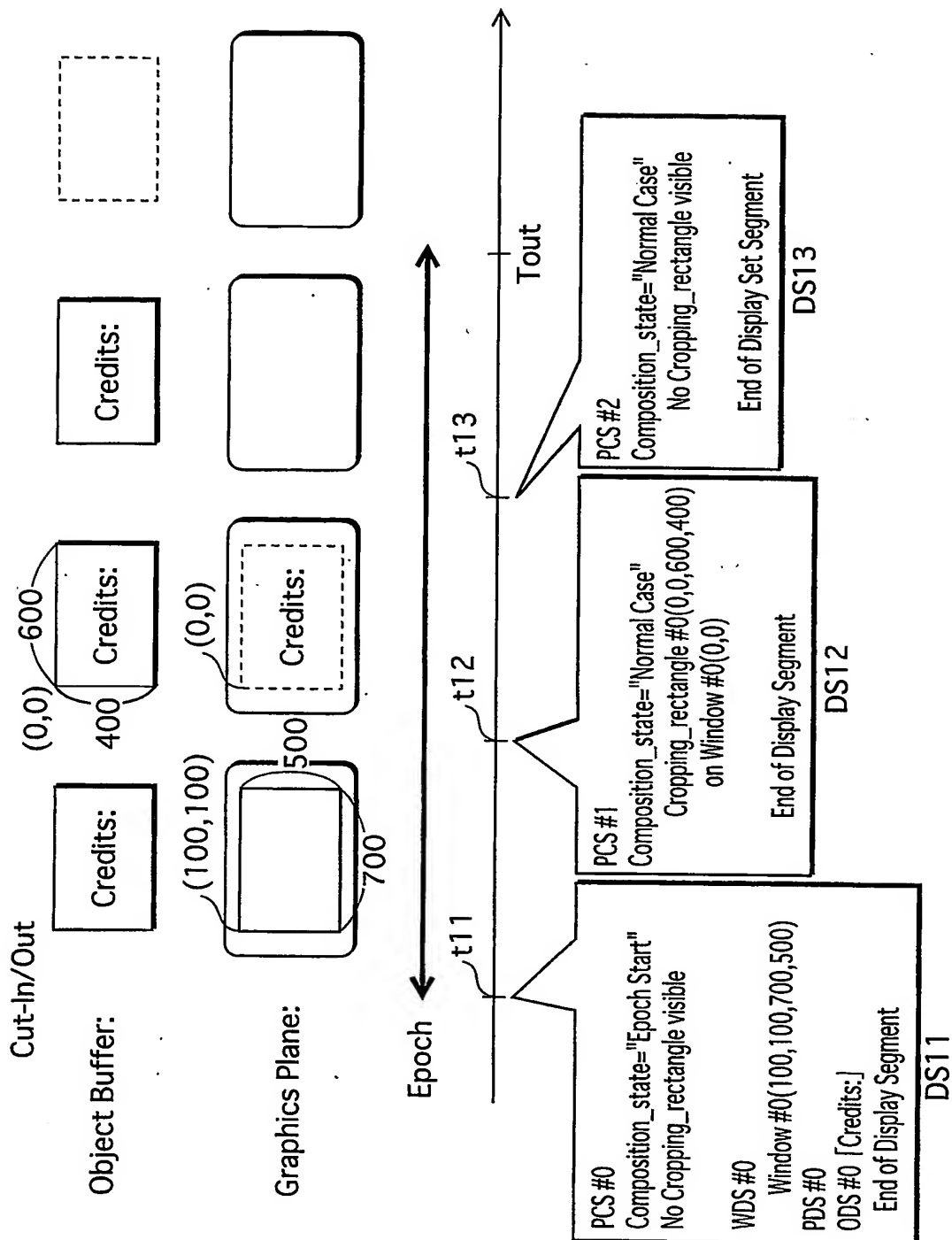


FIG. 14

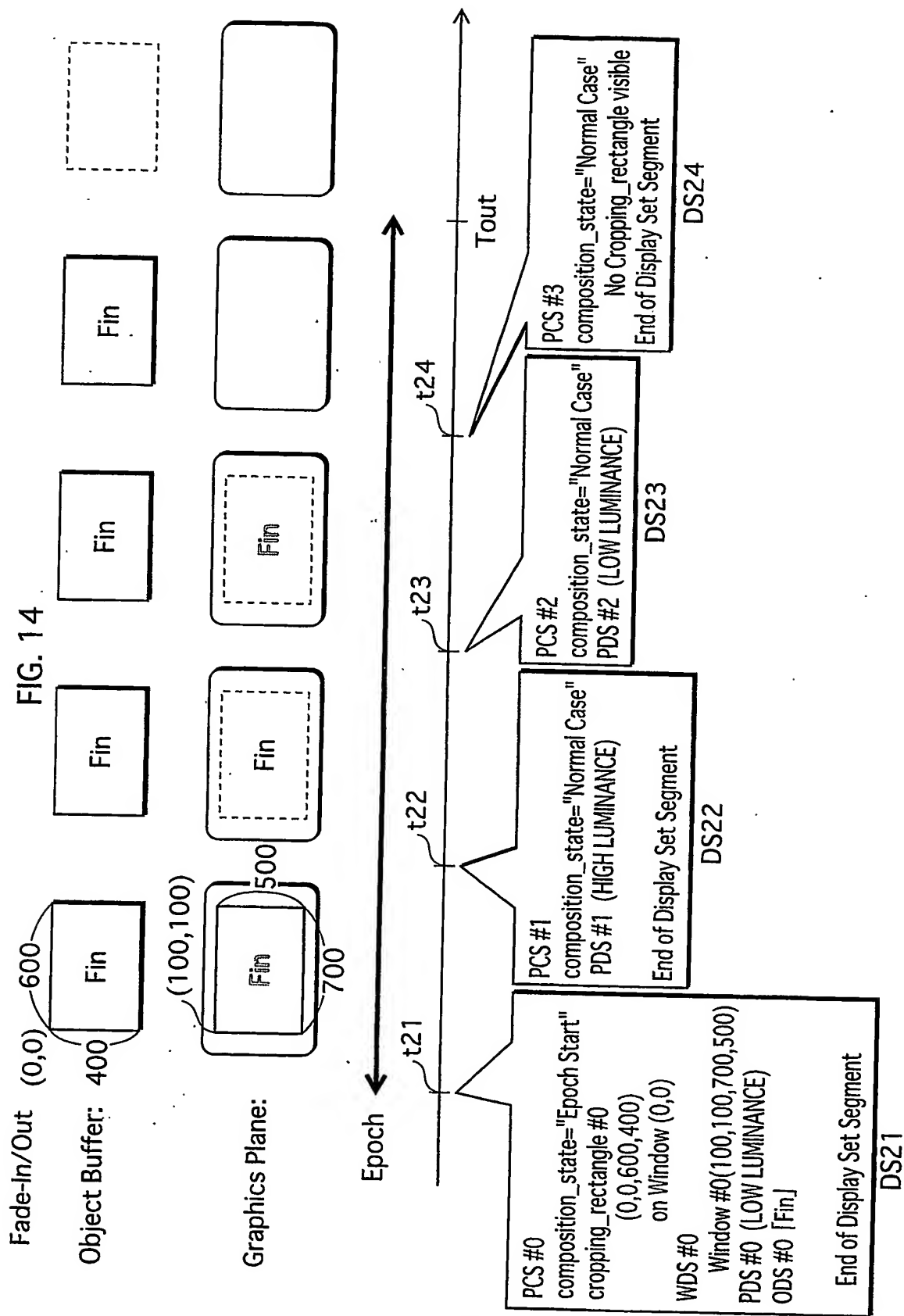


FIG. 15

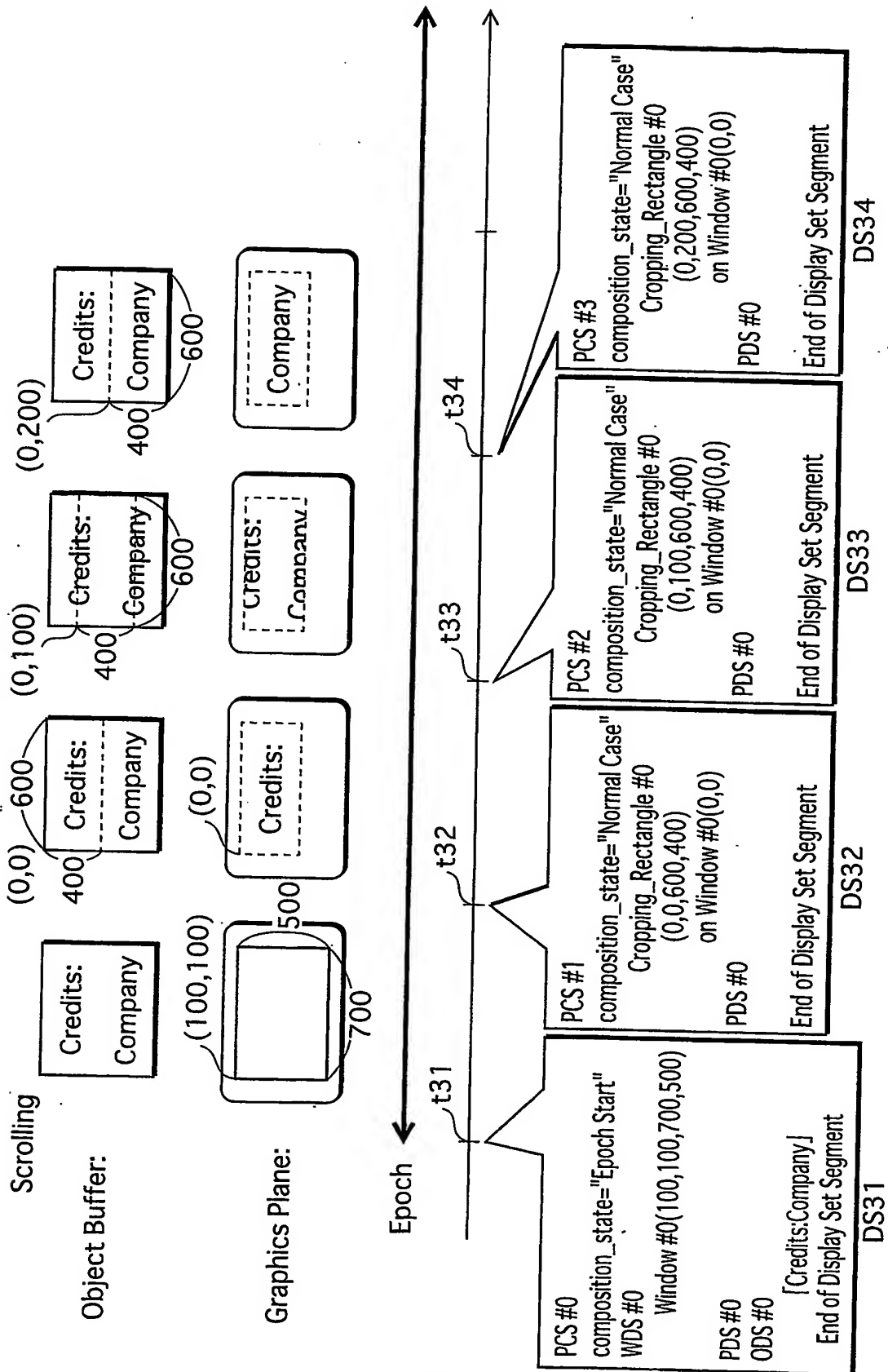


FIG. 16

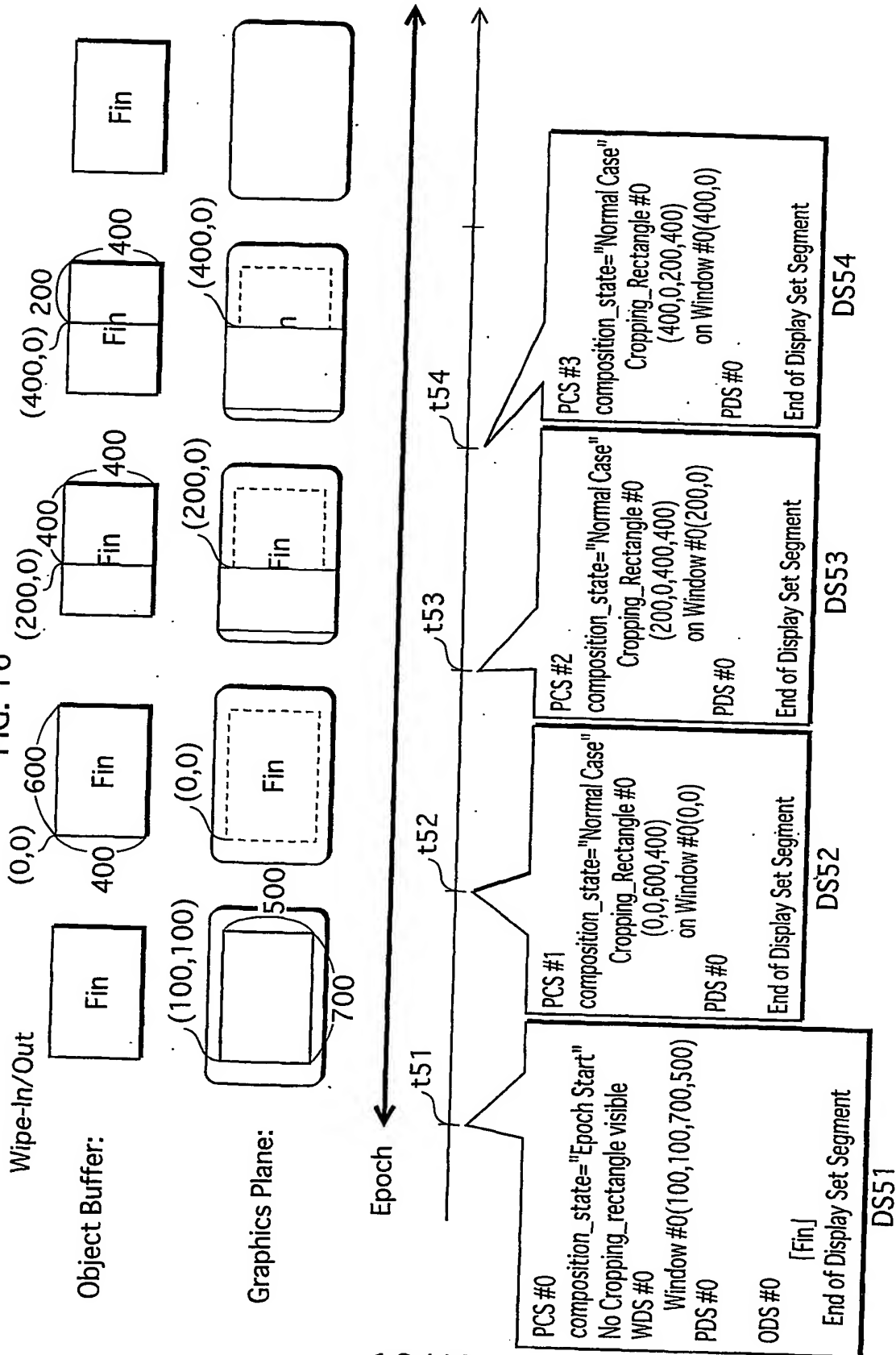
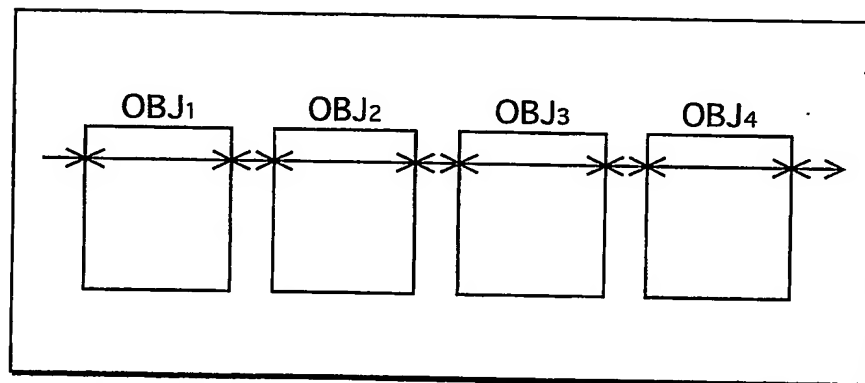
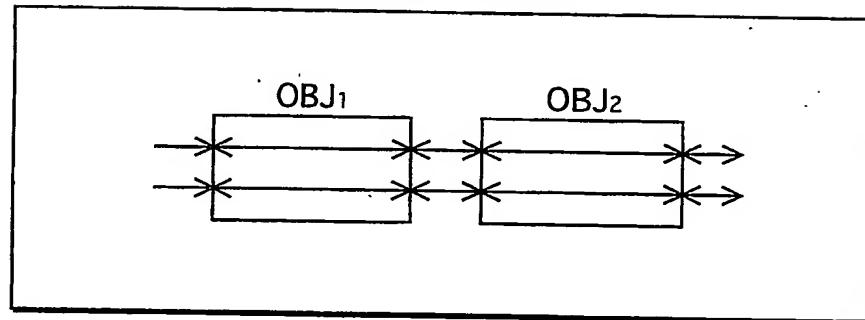


FIG. 17

OBJECT BUFFER



X: EDGE

FIG. 18

$$PTS(DSn[PCS]) \geq DTS(DSn[PCS]) + DECODEDURATION(DSn)$$

Where:

- $DECODEDURATION(DSn)$ is calculated as follows:

```

decode_duration = 0 ;
decode_duration += PLANEINITIALIZATIONTIME( DSn ) ;
if( DSn. PCS. num_of_objects == 2 )
{
    decode_duration += WAIT( DSn, DSn. PCS. OBJ[0], decode_duration ) ;
    if( DSn. PCS. OBJ[0]. window_id == DSn. PCS. OBJ[1]. window_id )
    {
        decode_duration += WAIT( DSn, DSn. PCS. OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
    }
    else
    {
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
        decode_duration += WAIT( DSn, DSn. PCS. OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[1]. window_id )//256*106 ) ;
    }
}
else if( DSn. PCS. num_of_objects == 1 )
{
    decode_duration += WAIT( DSn, DSn. PCS. OBJ[0], decode_duration ) ;
    decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
}
return decode_duration ;

```
- $PLANEINITIALIZATIONTIME(DSn)$ is calculated as follows:

```

initialize_duration=0 ;
if( DSn. PCS. composition_state == EPOCH_START )
{
    initialize_duration = 90000*( 8*video_width*video_height//256*106 ) ;
}
else
{
    for( i=0 ; i < WDS. num_windows ; i++ )
    {
        if( EMPTY(DSn.WDS.WIN[i],DSn ) )
            initialize_duration += 90000*( SIZE( DSn. WDS. WIN[i] )//256*106 ) ;
    }
}
return initialize_duration ;

```
- $WAIT(DSn, OBJ, current_duration)$ is calculated as follows:

```

wait_duration = 0 ;
if( EXISTS( OBJ. object_is, DSn ) )
{
    object_definition_ready_time = PTS( GET( OBJ. object_id. DSn ) ) ;
    current_time = DTS( DSn. PCS )+current_duration ;
    if( current_time < object_definition_ready_time )
        wait_duration += object_definition_ready_time - current_time ;
}
return wait_duration ;

```

FIG. 19

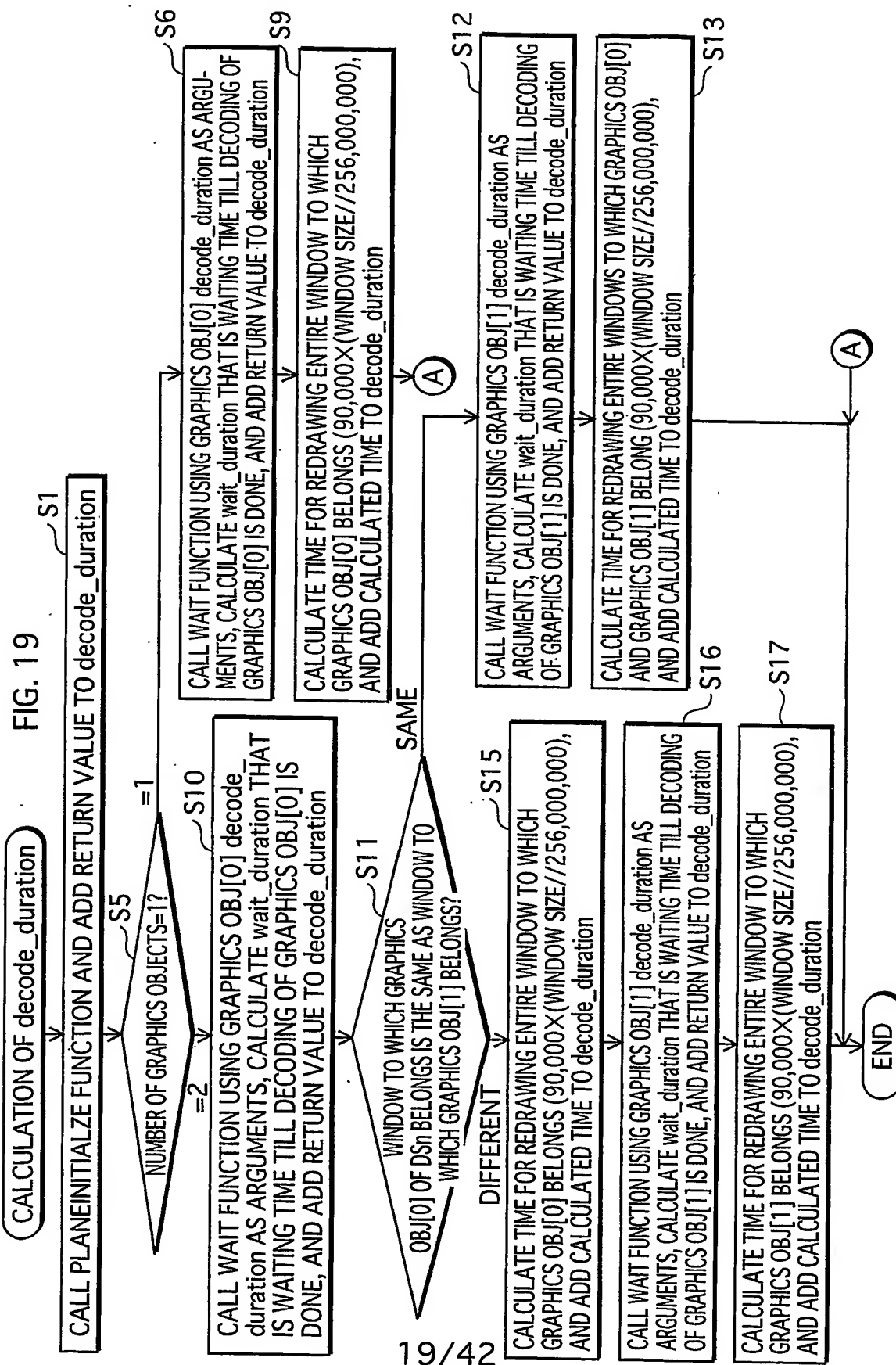


FIG. 20A

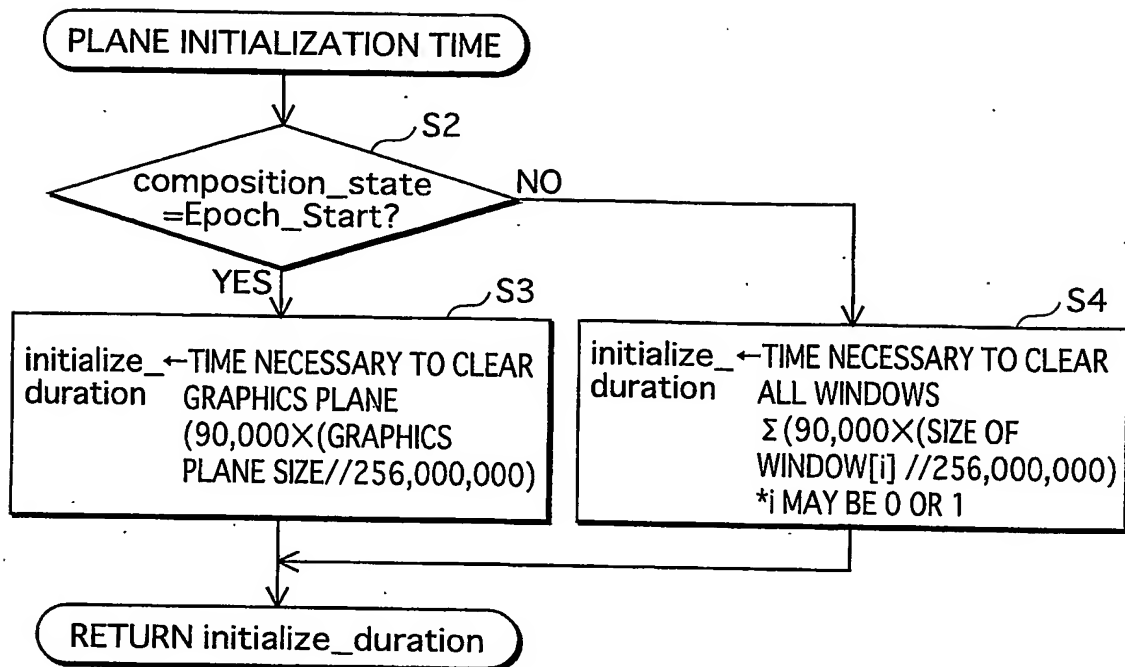


FIG. 20B

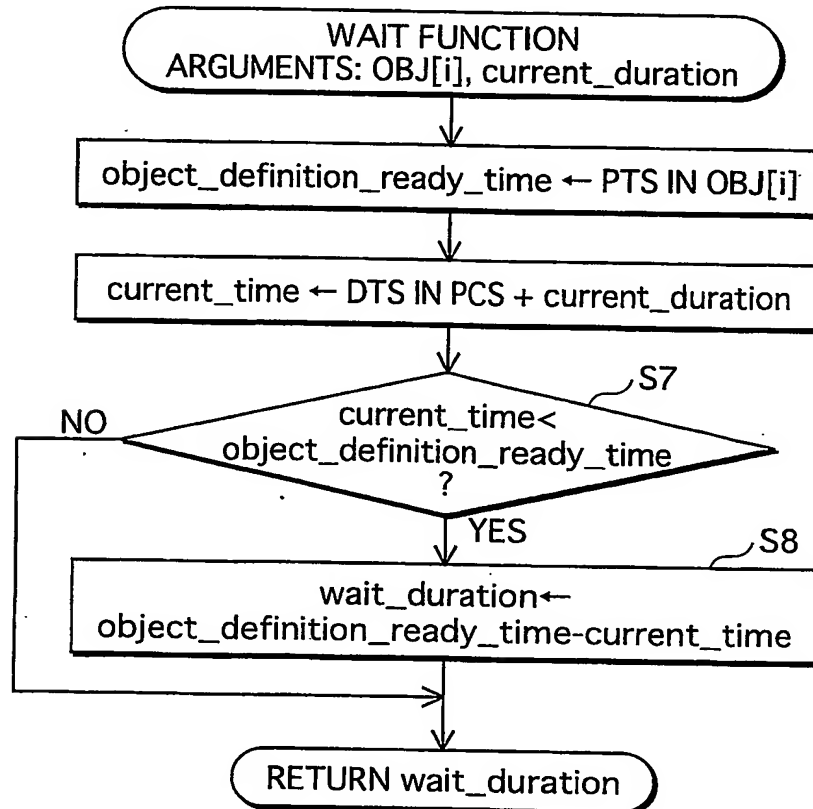


FIG. 21A

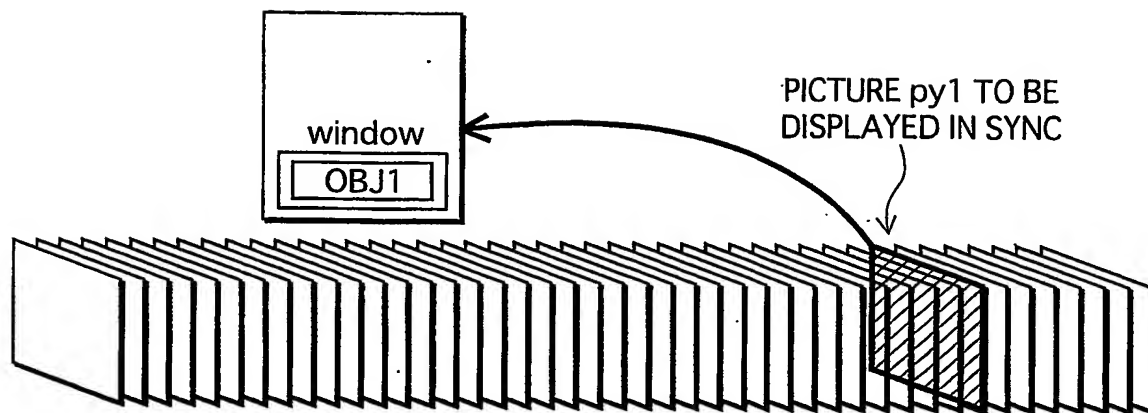


FIG. 21B

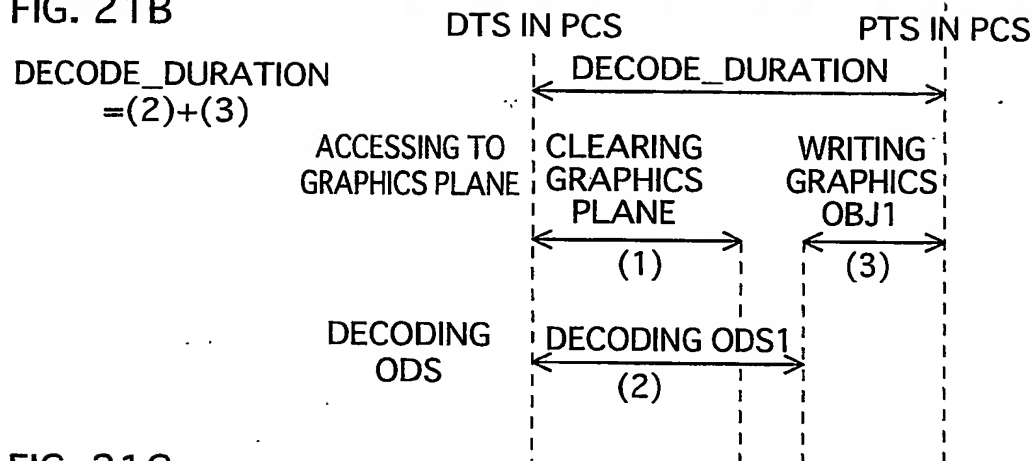


FIG. 21C

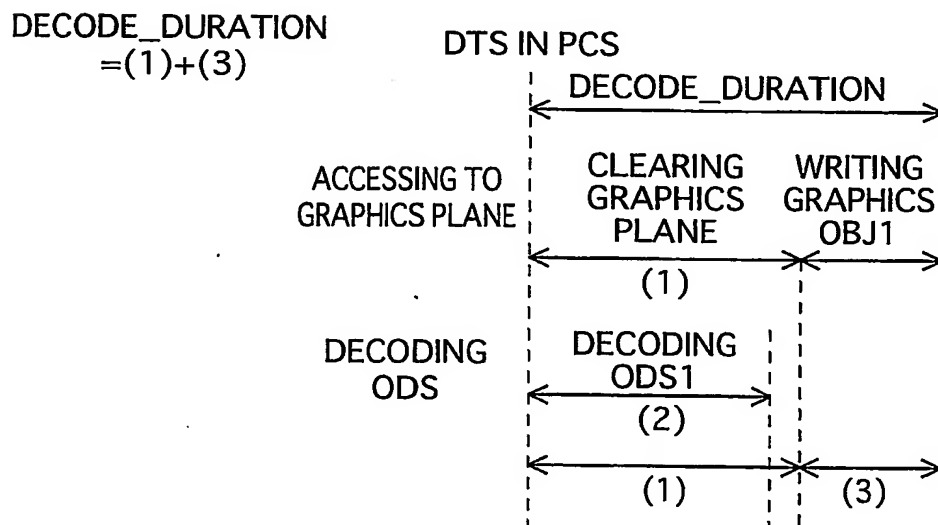


FIG. 22A

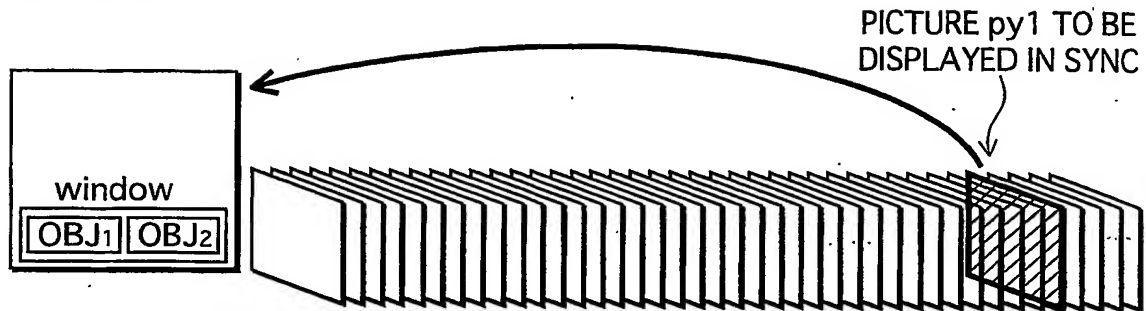


FIG. 22B

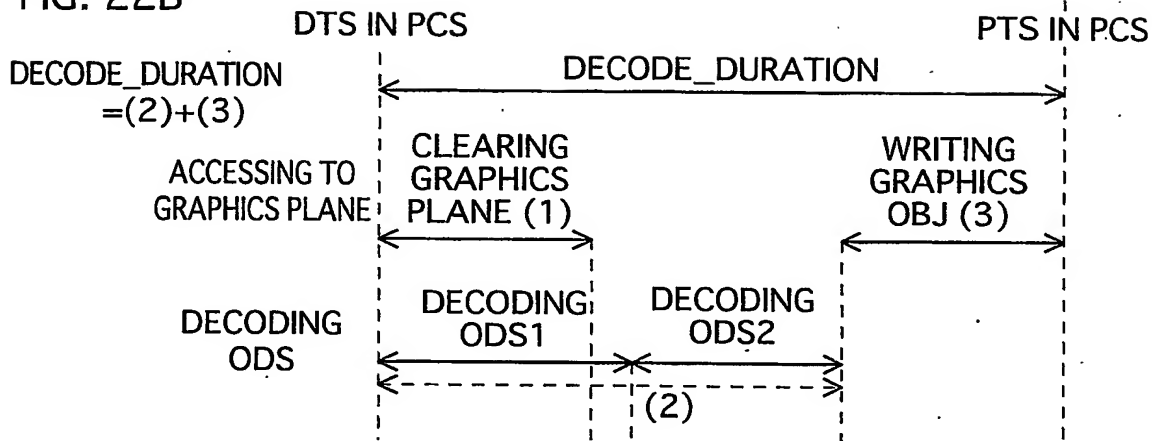
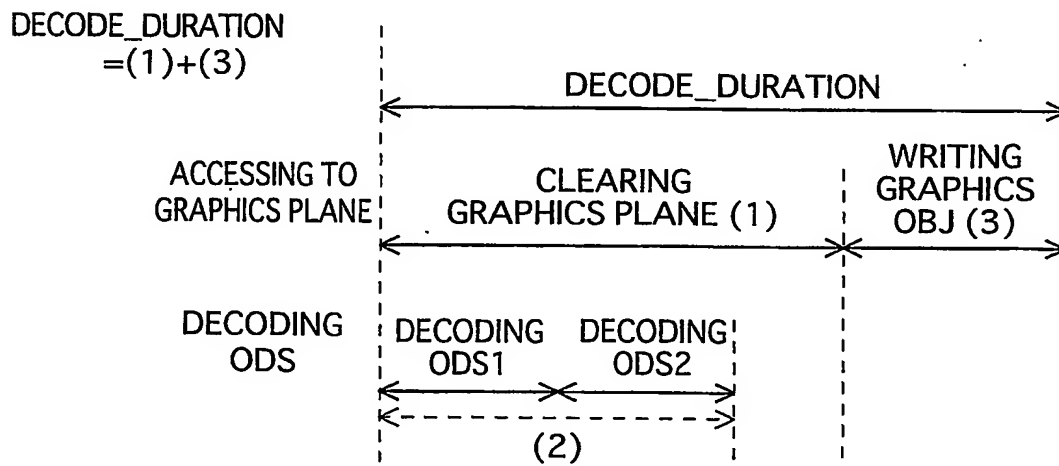


FIG. 22C



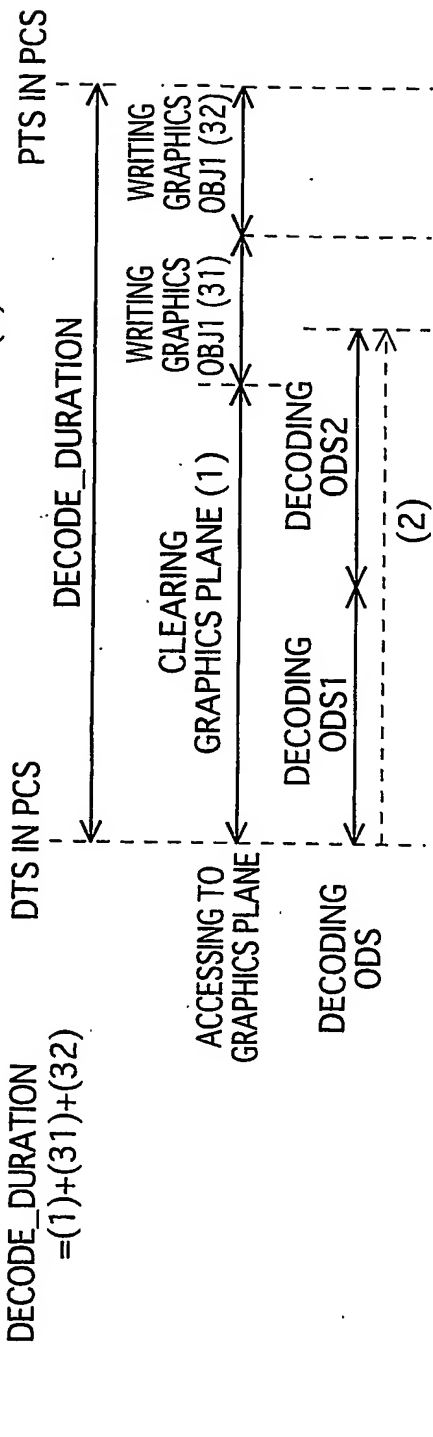
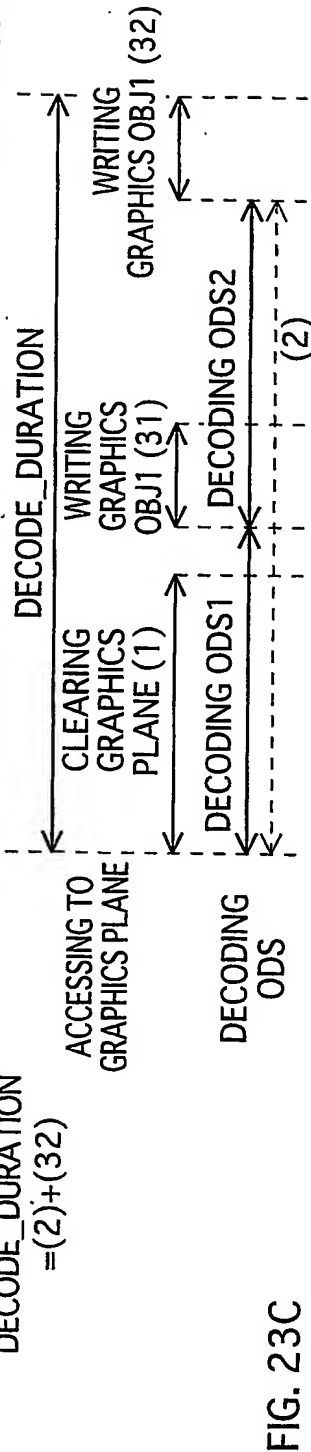
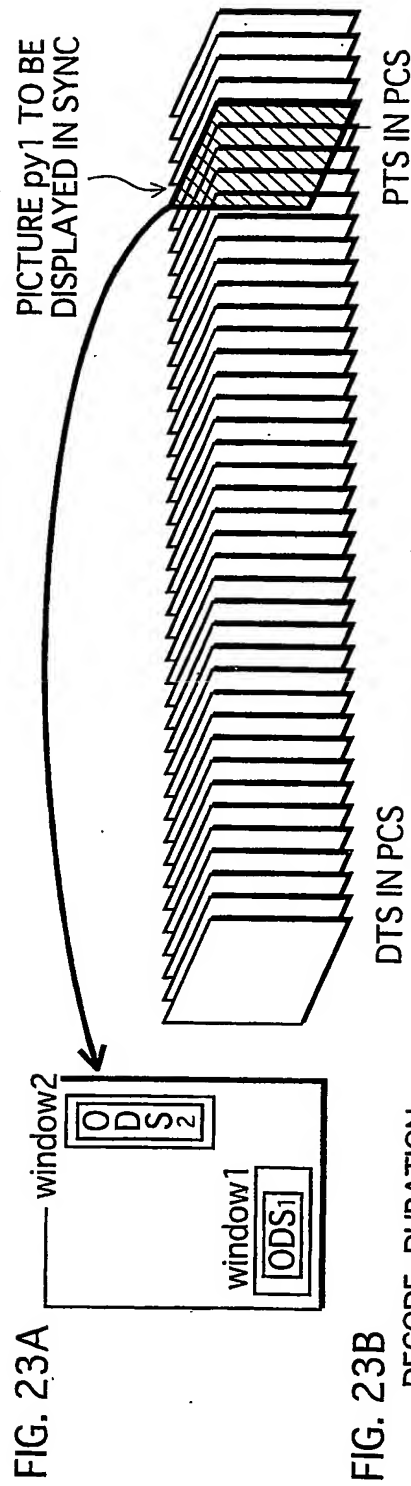


FIG. 24

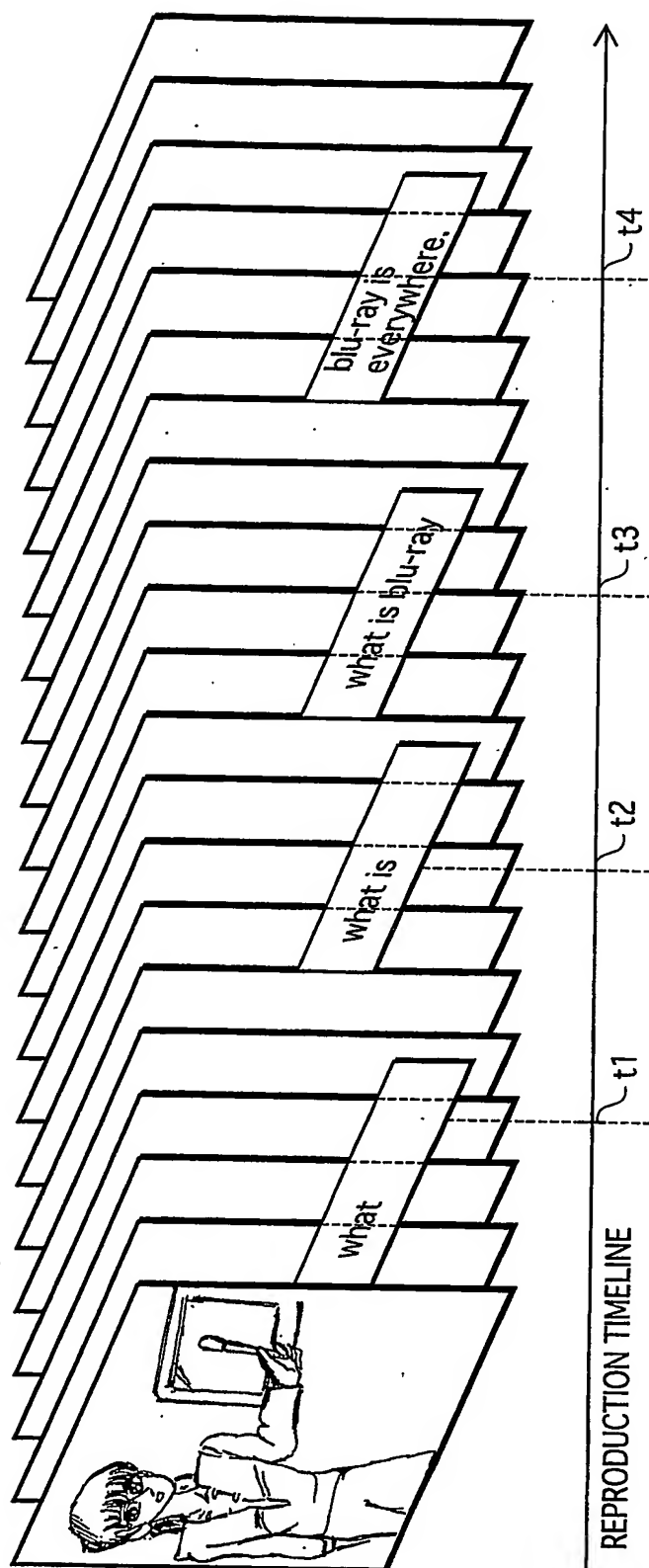


FIG. 26

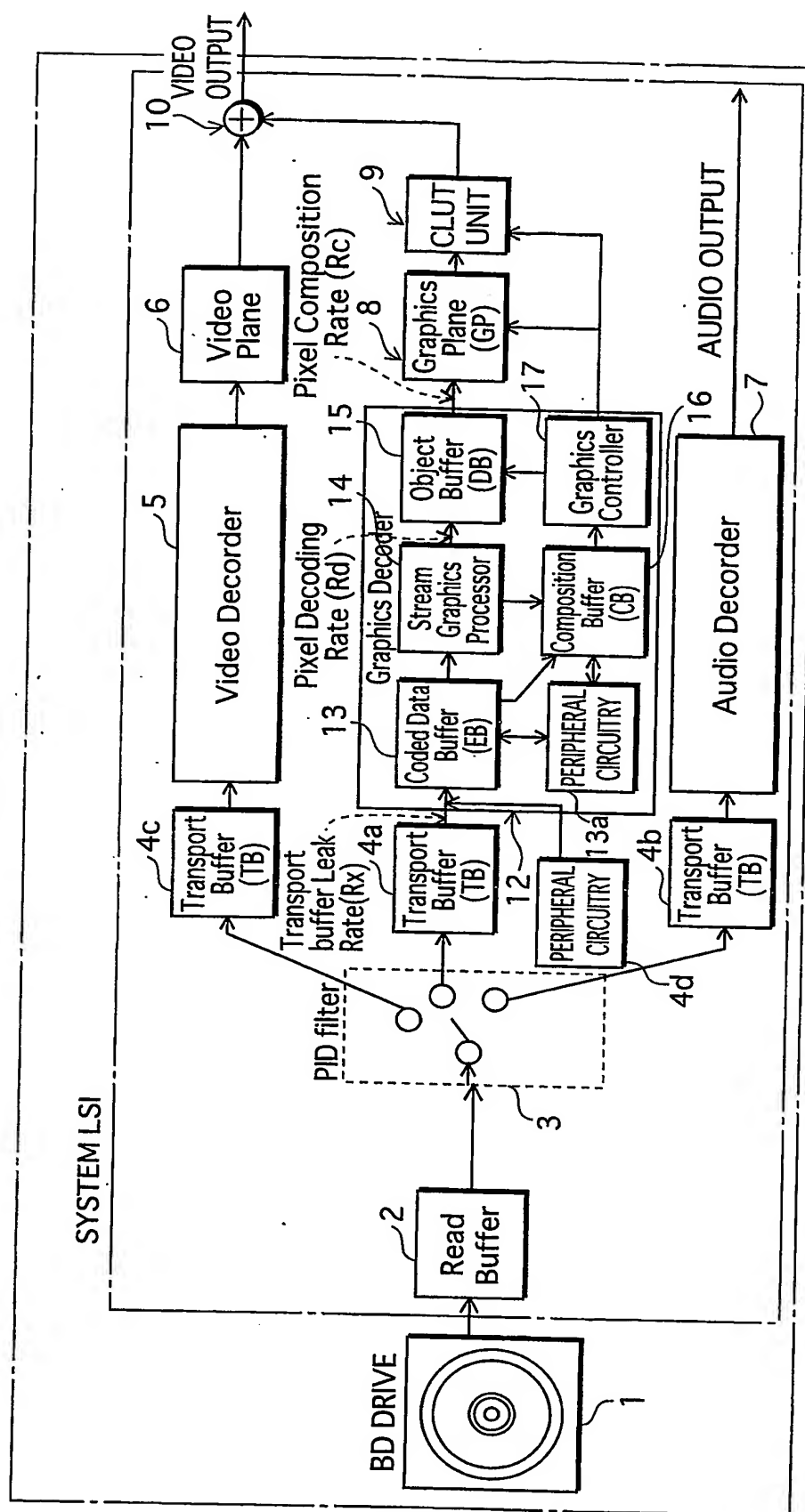
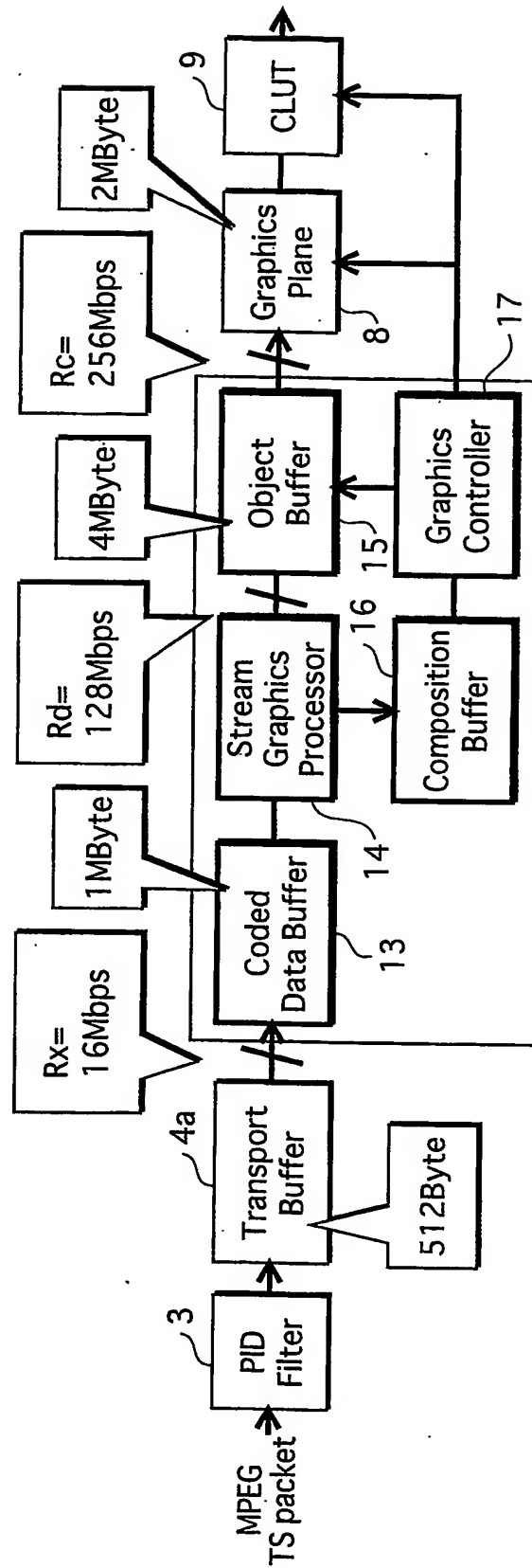


FIG. 27



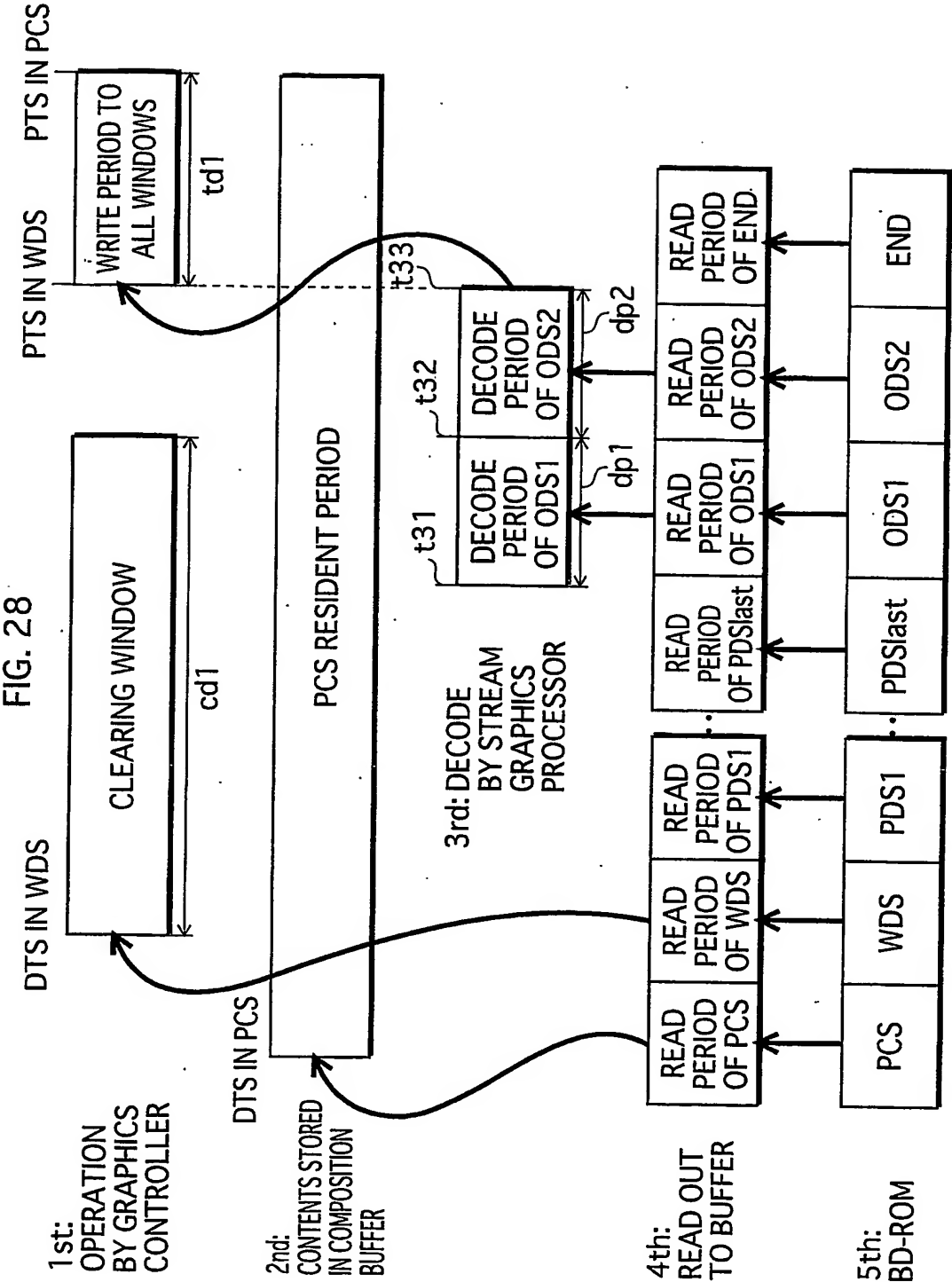


FIG. 29

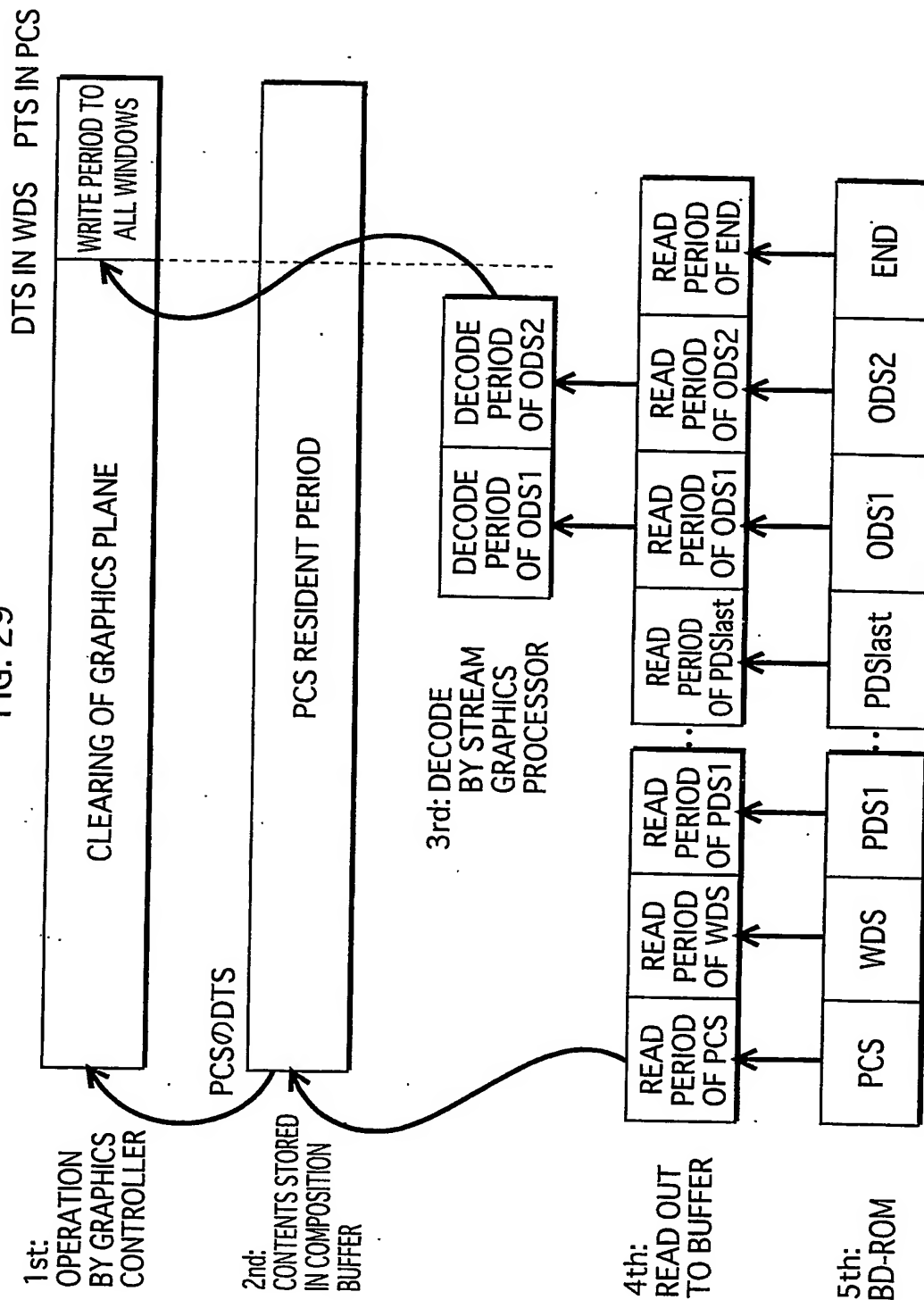


FIG. 30

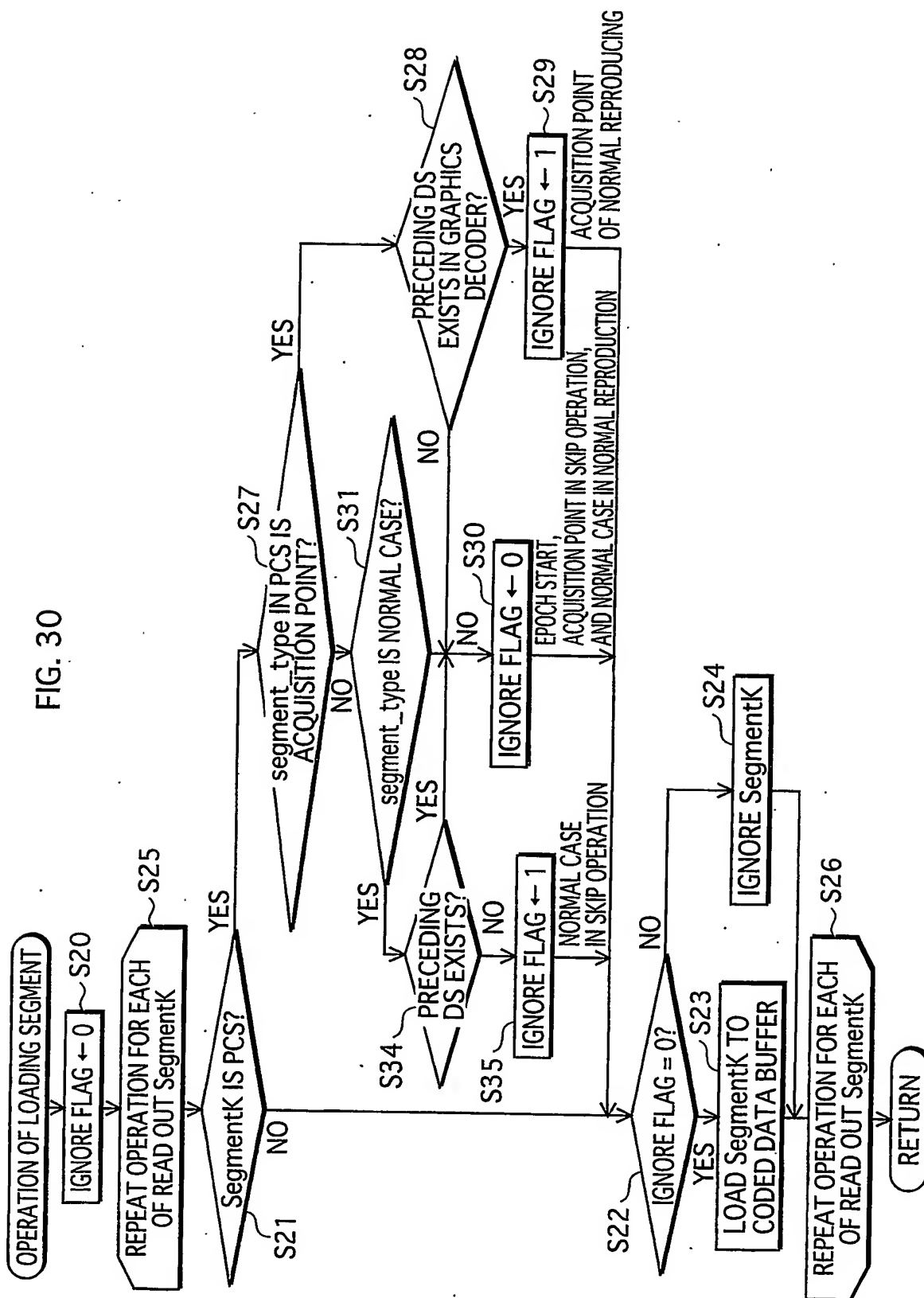


FIG. 31

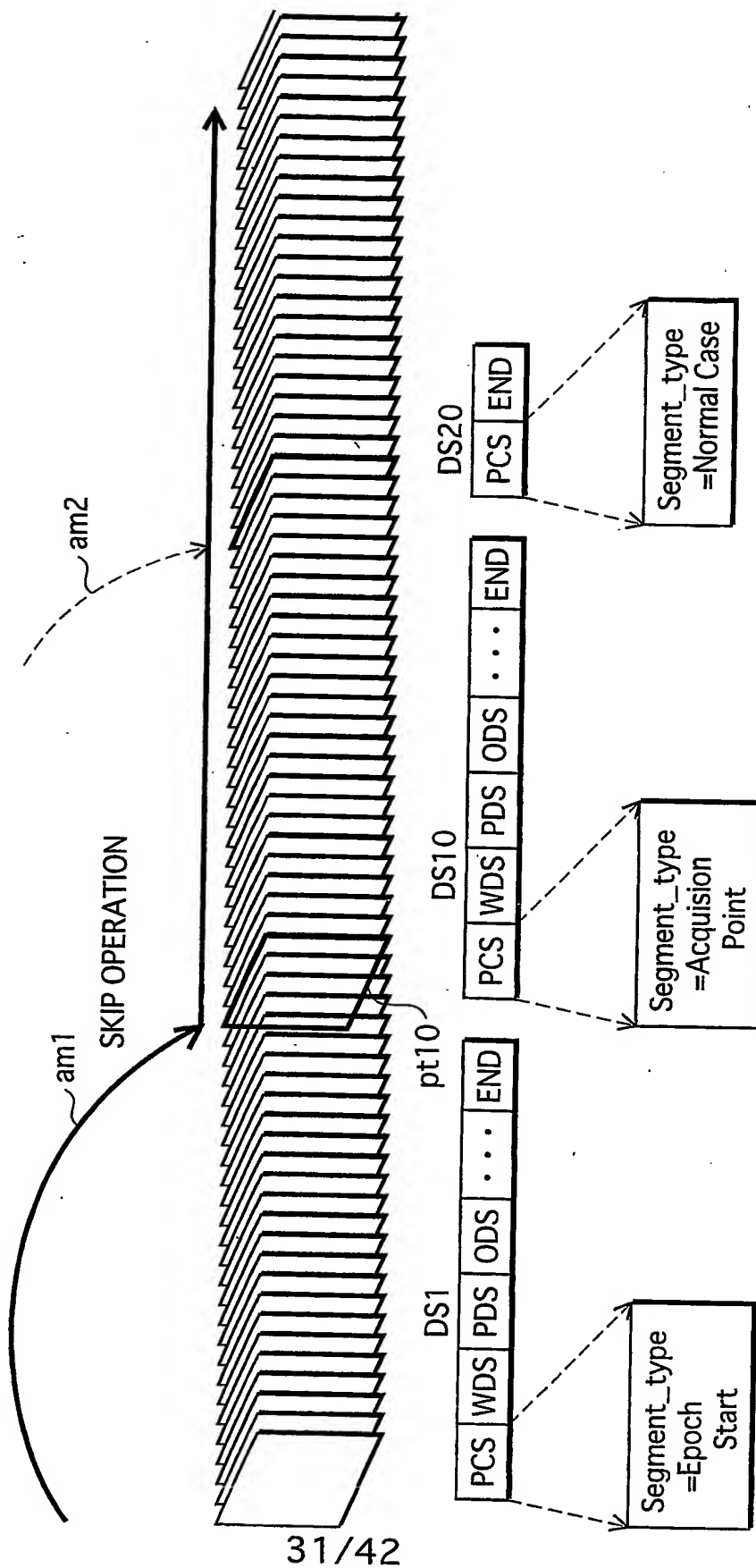


FIG. 32

CODED DATA BUFFER OF REPRODUCING APPARATUS

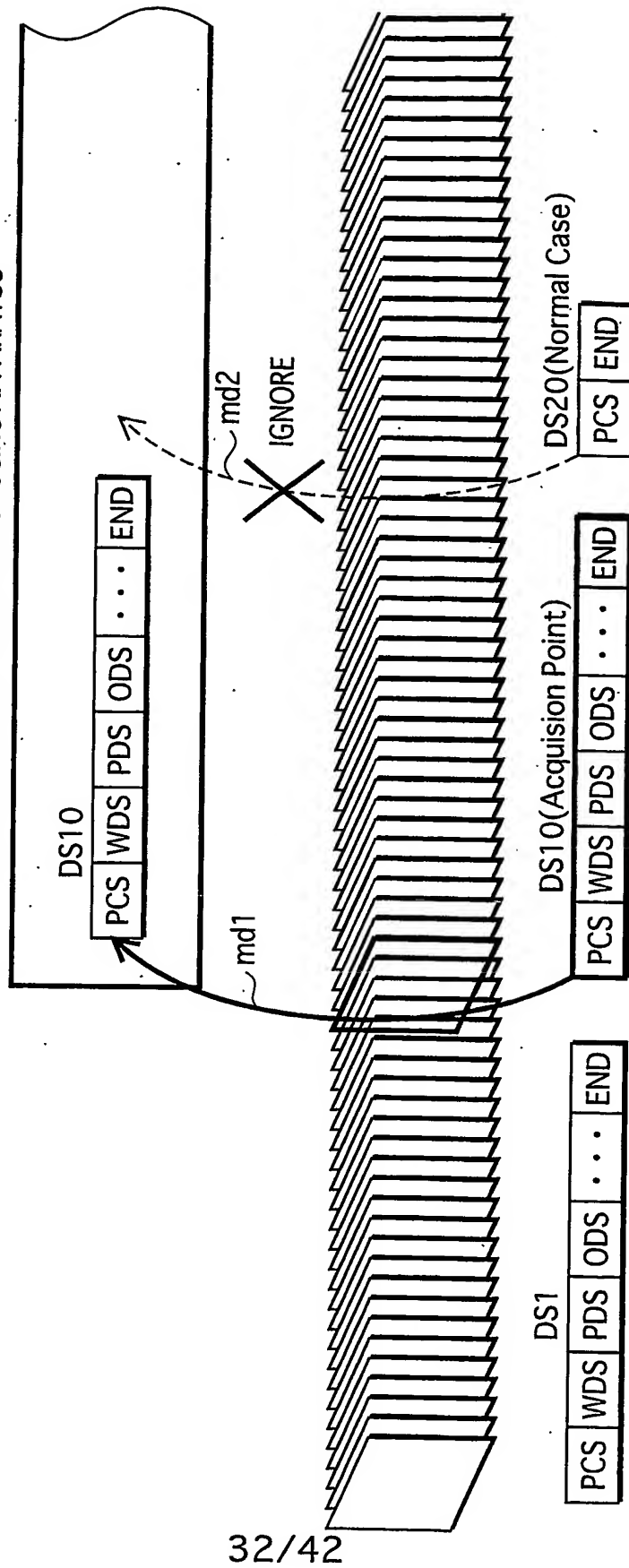


FIG. 33

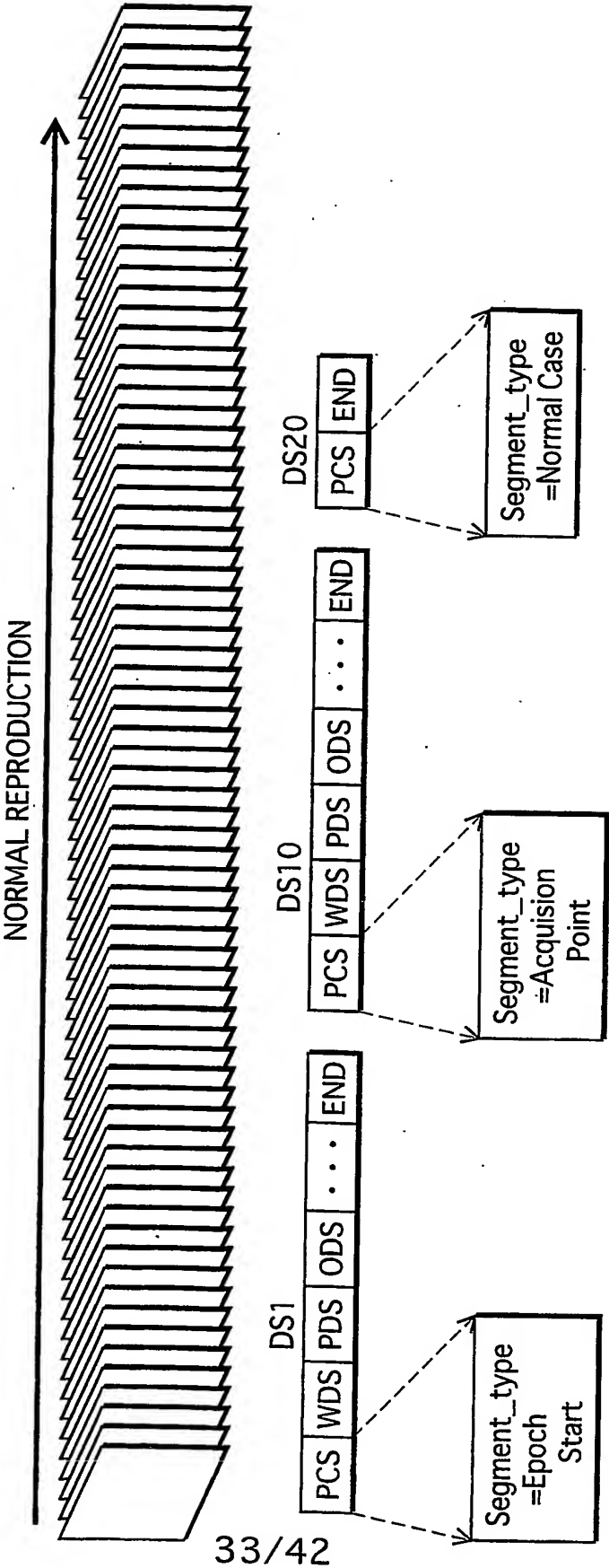


FIG. 34

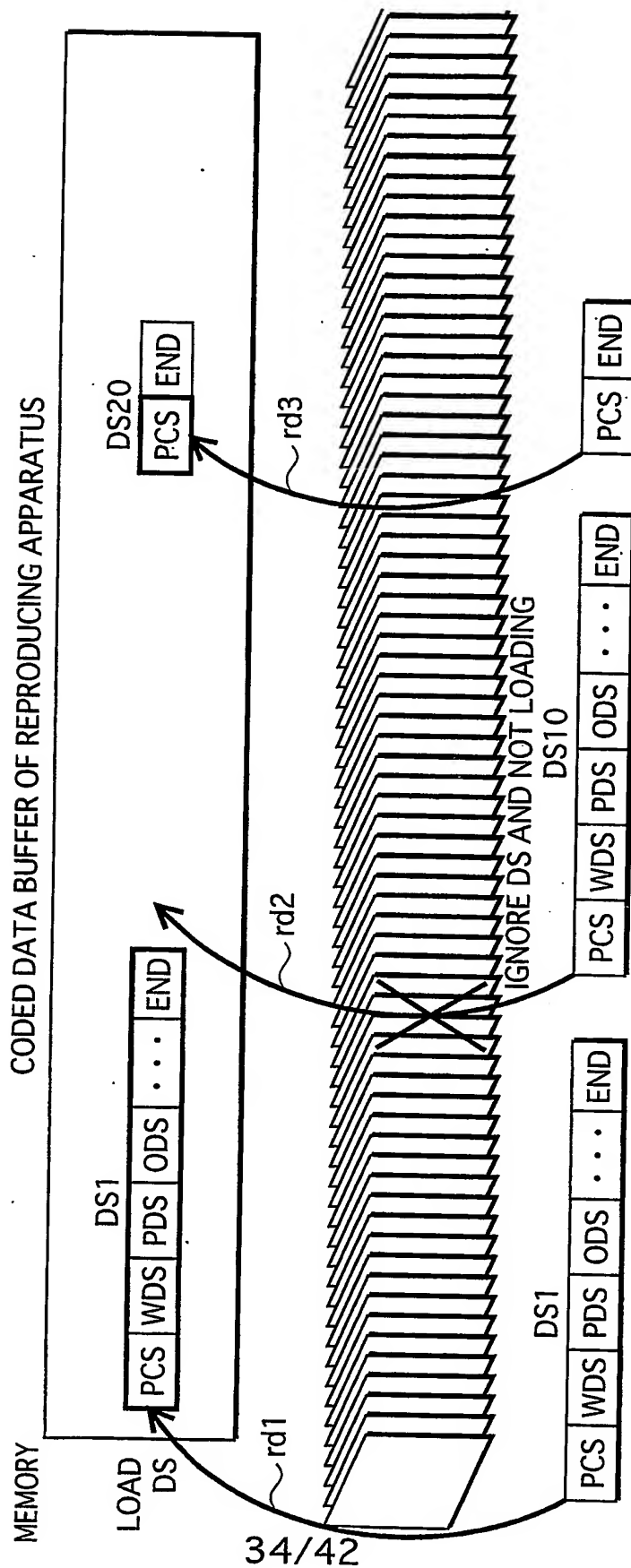


FIG. 35

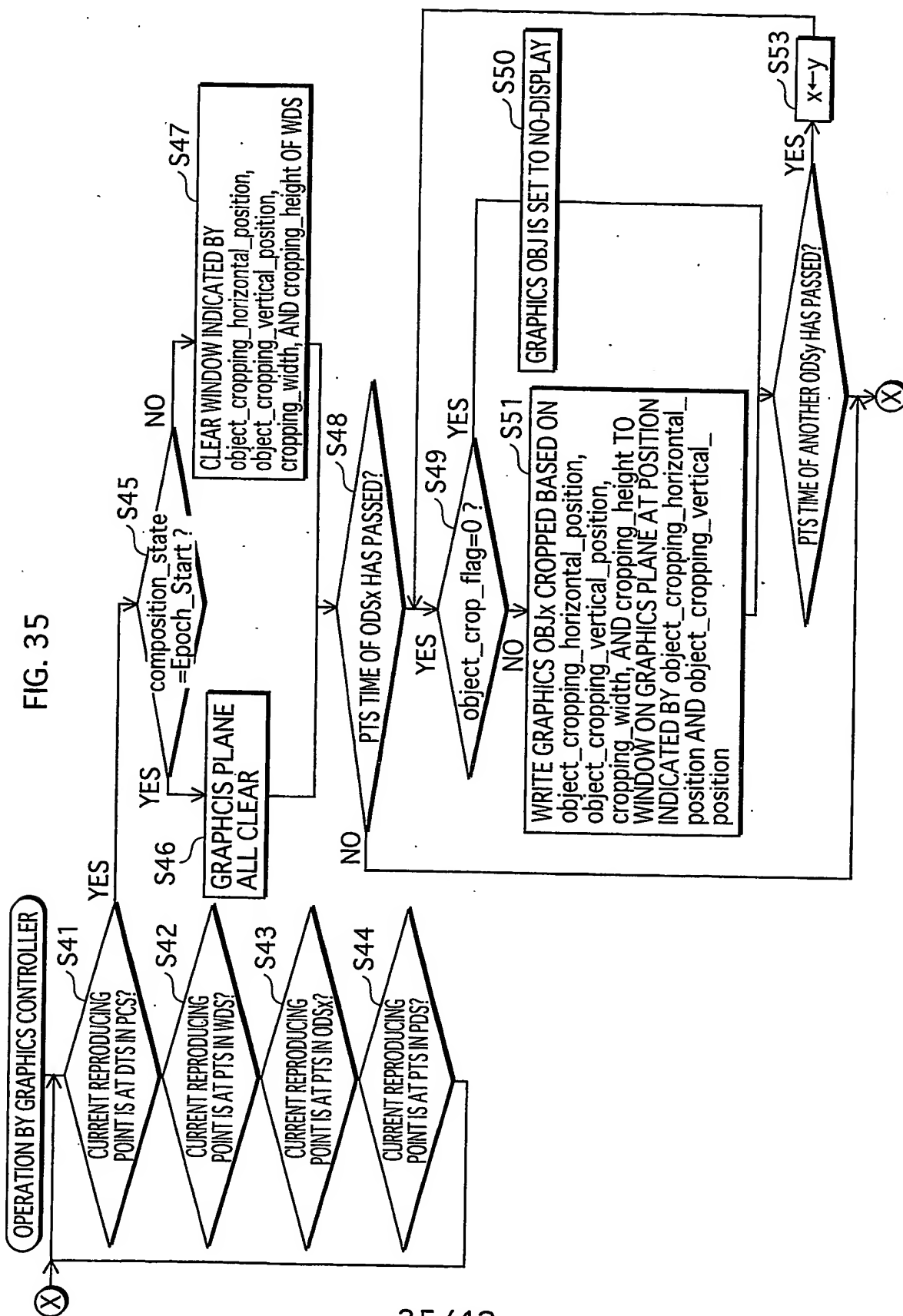


FIG. 36

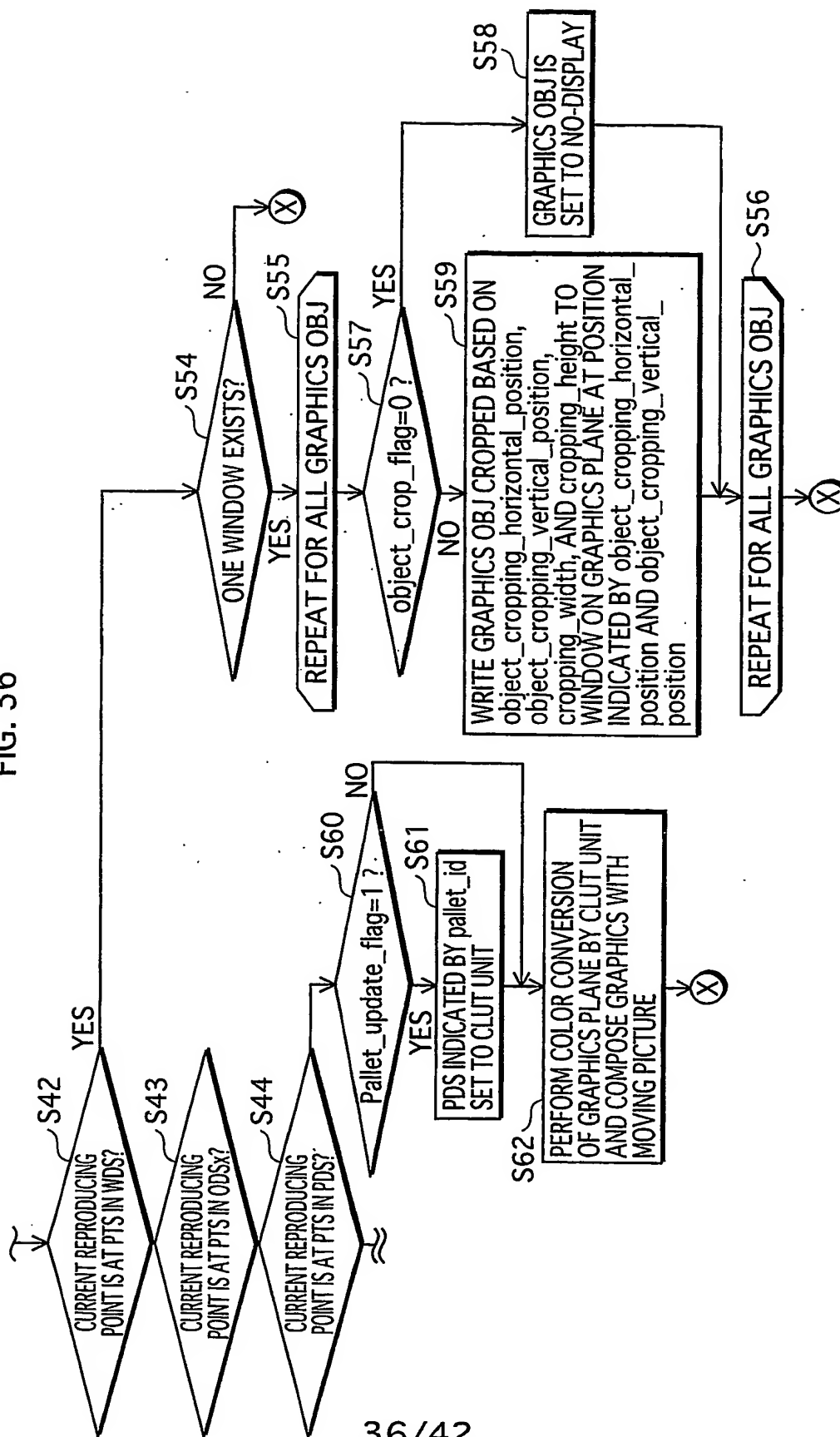


FIG. 37

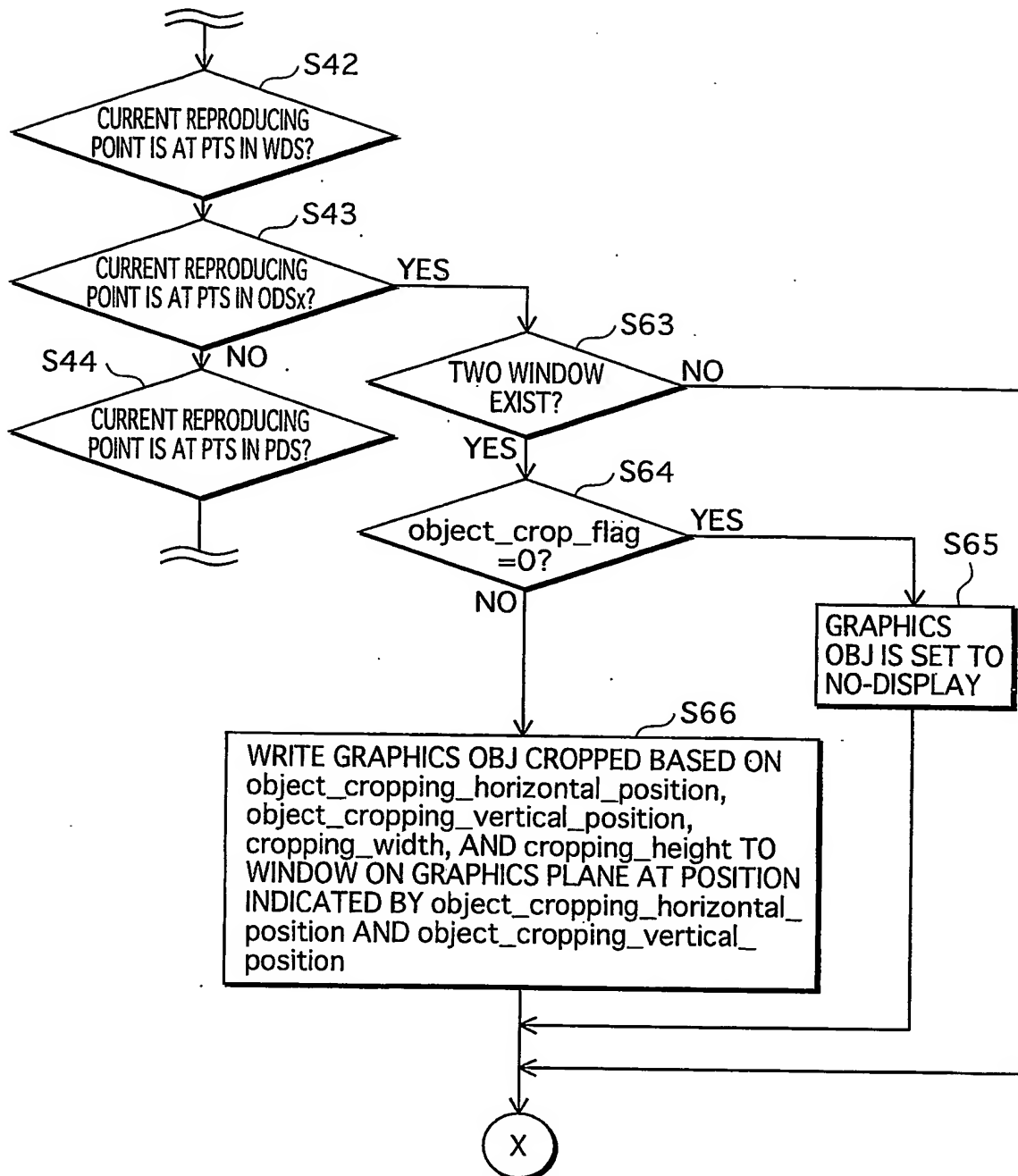


FIG. 38

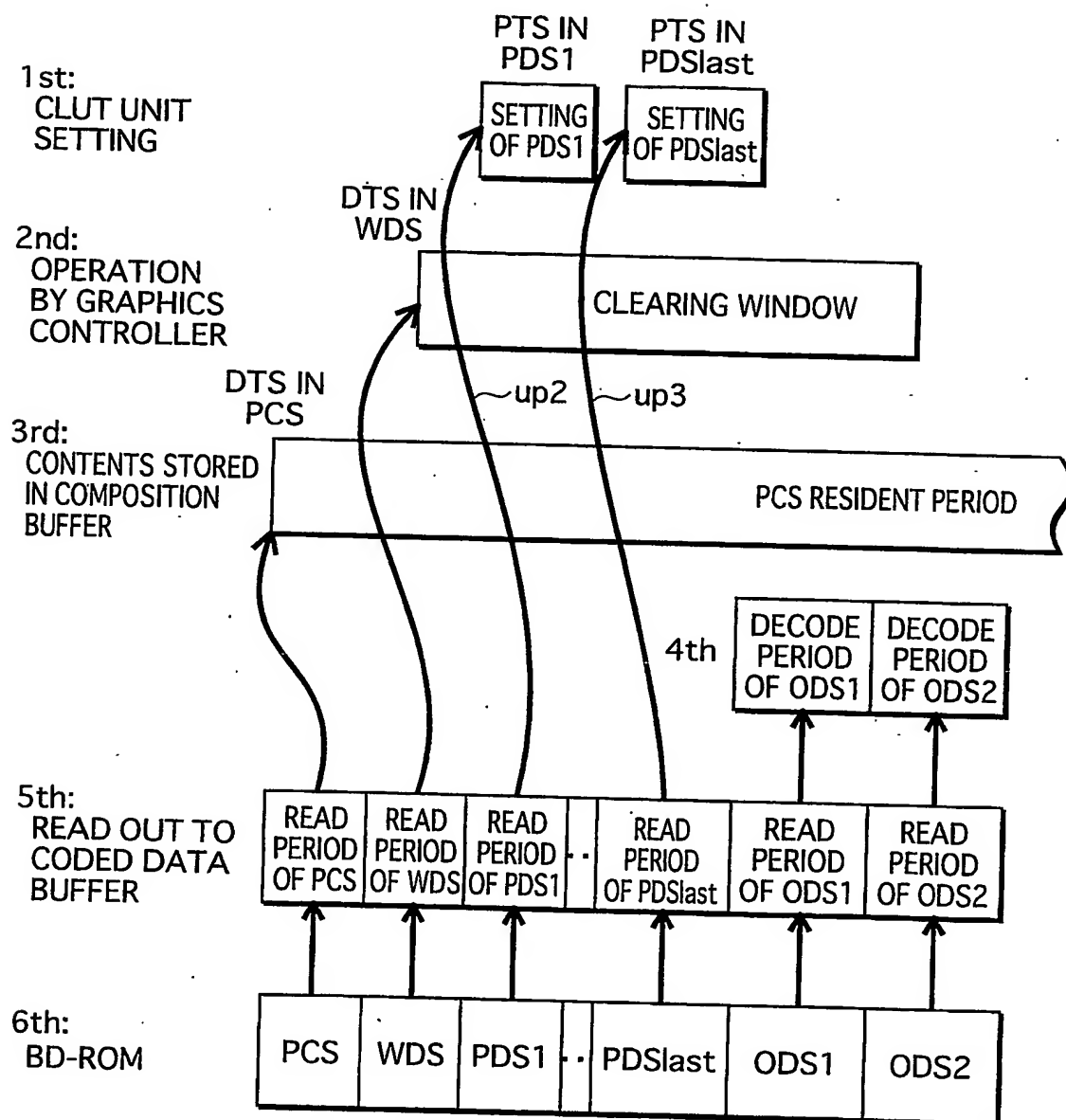


FIG. 39

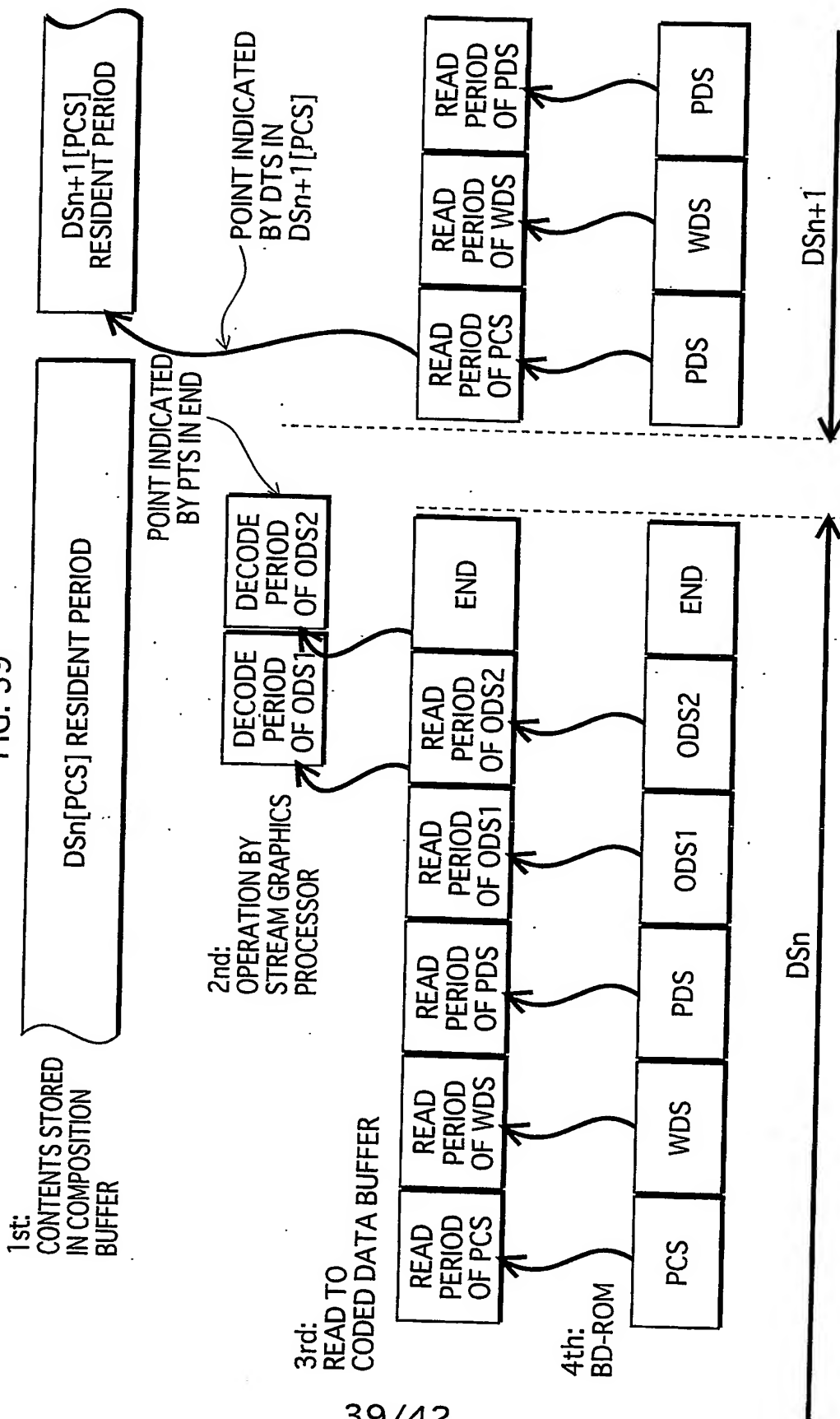


FIG. 40

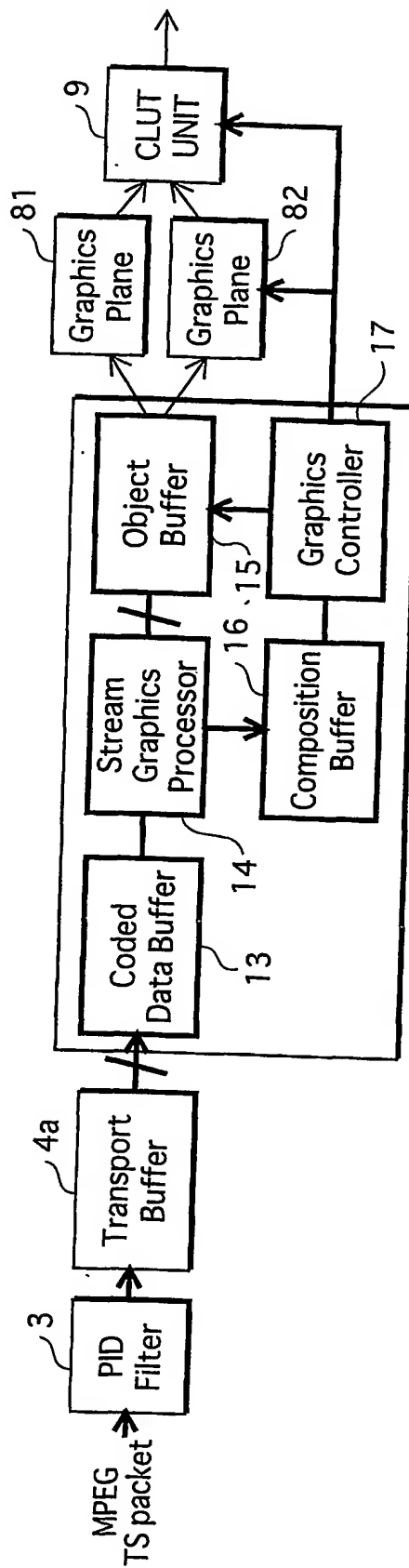


FIG. 41

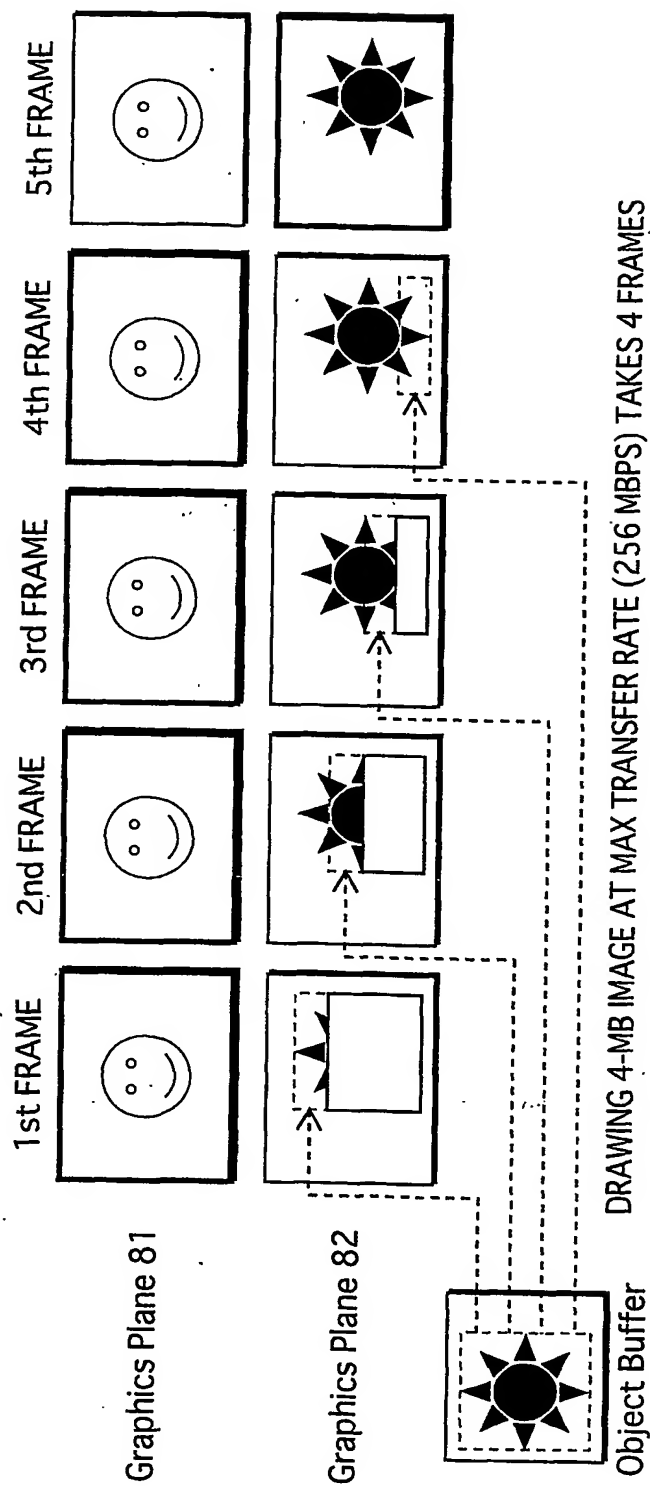


FIG. 42

